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BASE BALL

AMERICAN SPORTS PUBLISHING CO.  
21 Warren Street, New York

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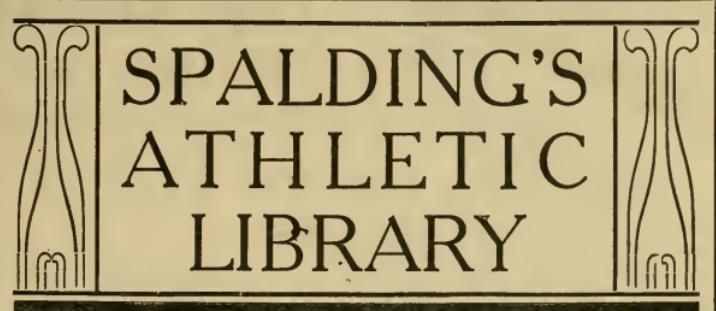
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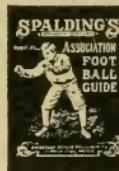
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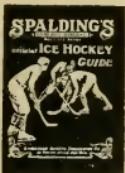
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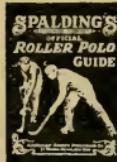
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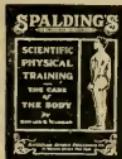
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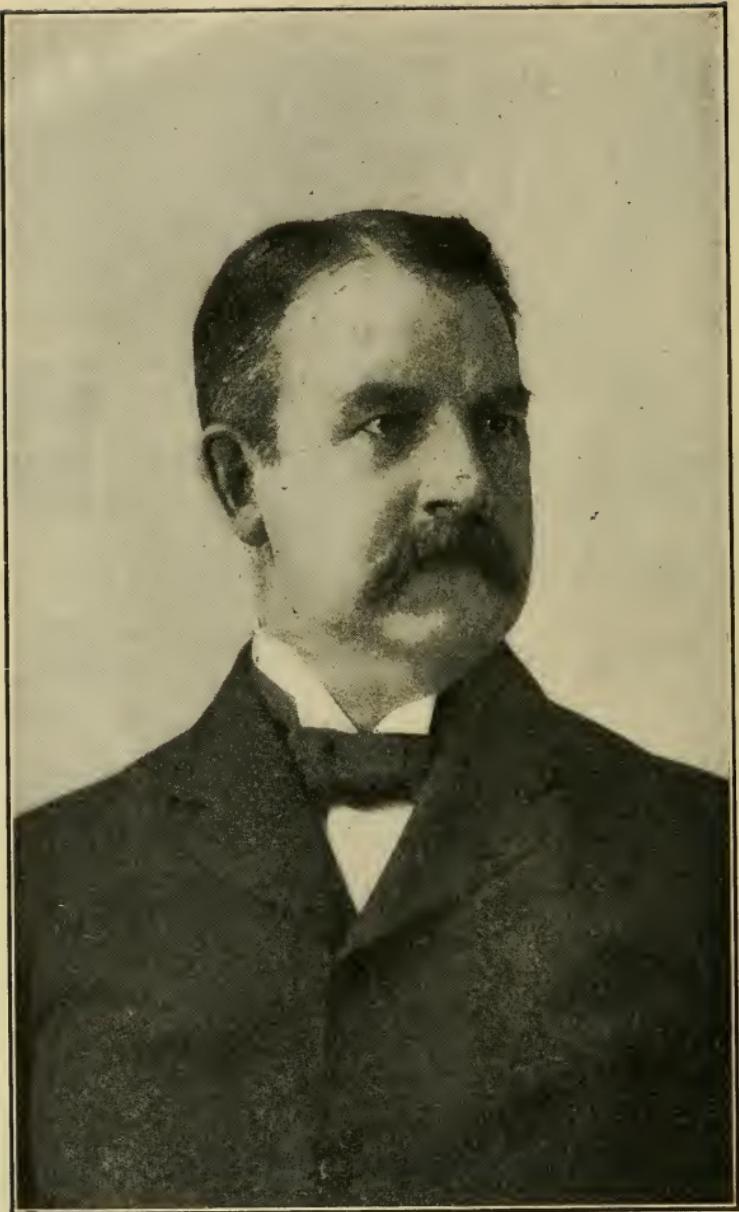
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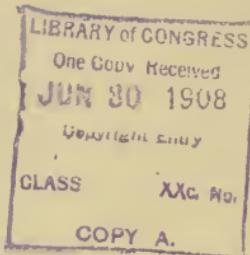
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Technical Terms of Base Ball

*Timothy H. Neumann*

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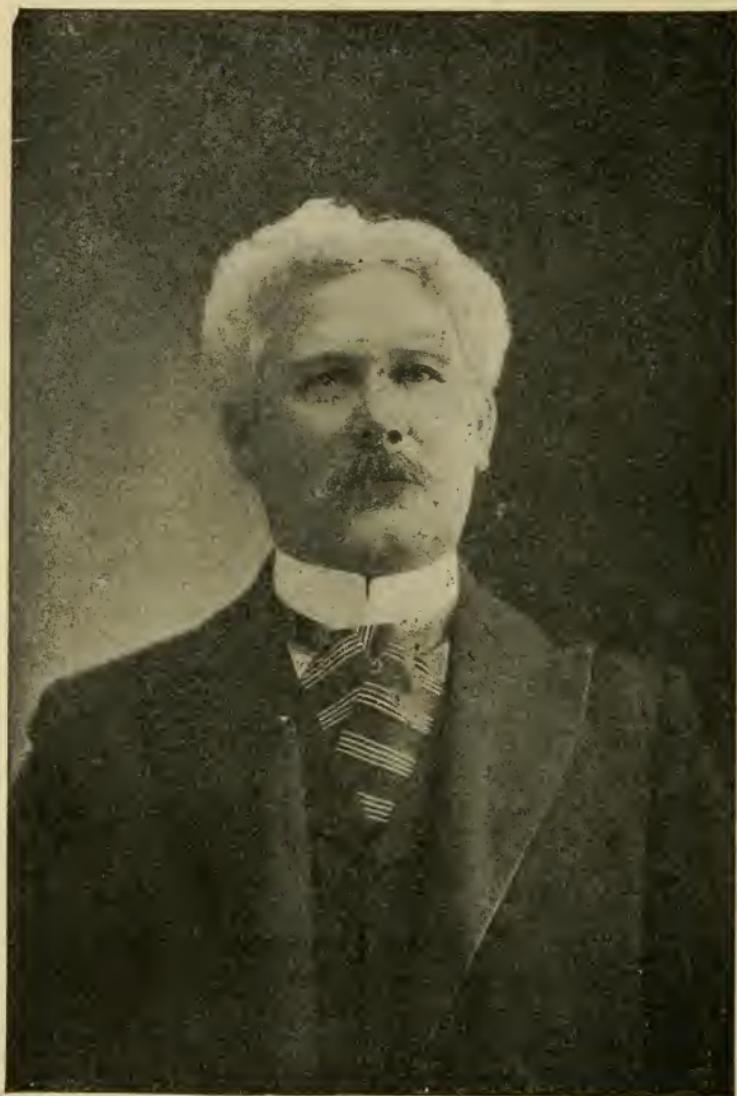
*July 1*

## PREFACE



In the last few years base ball has developed in a most remarkable manner, and while the public keep well posted on the doings of the players they know very little about the management of the sport.

With leagues growing up in every quarter of this country and new men coming into the profession, the demand for expert information has increased, until this booklet should be welcome.



T. H. MURNANE,

The editor of this book, was a famous old-time ball player, and is now one of the leading authorities on the game; is sporting editor of the Boston "Globe," President of the New England League, and member of the Board of Arbitration of the National Association of Professional Base Ball Leagues.

## ORGANIZING BASE BALL LEAGUES



By T. H. MURNANE,  
PRESIDENT NEW ENGLAND LEAGUE.

Professional base ball is divided into major and minor leagues. The two major organizations are the American League and the National League, while the minor leagues are classified into four divisions, AA, A, B and C.

At least 1,000,000 people must reside in the cities in a league for it to come under Class A of the minor leagues. Therefore, in forming a league, it is necessary to ascertain the population of the cities intended for the circuit. Each league has a salary limit for its players and its teams, and these are based entirely on the population. The rules regarding salary limits should be strictly enforced.

Eight cities are the ideal number for a league circuit. Cities should be paired off where games can be exchanged on holidays when possible. This is almost necessary in all leagues below Class A. In these leagues where conditions must be otherwise, prospects for prosperous existences are anything but bright.

The Class AA leagues, such as the Eastern League and the American Association, cover nearly as much ground as the major leagues, and must, therefore, make out schedules similar to those adopted in the major leagues.

Where the country is as thickly populated as in New England, leagues often are formed where the traveling expenses are light and the interest kept up by cutting up the schedules so that a team is at home a part of each week. Many small leagues have made a success of playing all Saturday games in

the best drawing cities, splitting the receipts for these days evenly.

Each league must have officers at the head who are able to force proprietors, managers and players to live up to the laws in every particular. In other words, men who consider the interests of the league above all else, and who, while holding office, hew to the line, with fair play for a watchword, and the closest regard for the good of the sport.

These officials must eliminate all personal interests, and the very man who will fight hardest to gain a point or a concession from the league, will be the warmest admirer of the officials when he realizes that they enforce the laws of the league to the letter, and spell duty all the time with a capital D.

Therefore, when promoting a base ball league, the most important work on hand is the selection of an executive head who is well posted on base ball from all angles, political, as well as from the standpoint of the magnates and players. A man who can mix up with the lovers of the sport and still have the adaptability to his executive position and the ability to lead at all times.

A poor executive can keep his league in hot water all the time, while an official with good judgment and backbone will make the same league bloom like June roses. Men who have given up the idea of any connection with major leagues make the best controlling heads for the smaller organizations, for the reason that they are willing to bring out young players, and are not taken up with the championship idea at the expense of the salary limit.

The day never will come when minor leagues can live while ignoring the salary limits, for it means paying out more money than comes in at the gate and the millionaire, even, is not living who will stand being the loser for more than two years at most.

The safest man to control a minor league club below Class A is a retired ball player who wins out when his club does well financially. He will keep closer to the salary limit than the proprietor who is in the sport for a short time to see his name

in the papers, and who later will make lame excuses to get out of the business.

If I were to organize another minor league to-morrow, my first move after selecting the cities for an eight-club circuit, would be the selection of eight men to manage the clubs.

These men would be old ball players with executive ability and each one would receive at least a one-third interest in the club. I would have it arranged so that no club could remove its manager without the consent of the president of the league. This would give each manager confidence, and sooner or later he would have a little of the luck that must come to a winner.

My first advice would be to have perfect order on the ball field, insist on the players wearing clean uniforms, and all be uniformed alike, even to caps and shoes—the teams should cater to the best people in the community, and all questionable language on or off the field would be cut out. I would even go further, and insist that the spectators keep within the bounds in their personal remarks, for no one ever was attracted to the ball grounds by the insane and uncalled for abuse of players by the individual, disgruntled spectator.

Gambling never should be countenanced for a minute in any form, for the past is strewn with base ball wrecks caused by gamblers. The latter will abuse the game at any turn, and should never be allowed to thrive on a ball ground.

I would insist on having the games called promptly on time and then played as quickly as possible. No game of nine innings ever should be more than two hours long, and the shorter the better.

The half hour practice before the game should be made attractive for the spectator, as often a poor game will follow lightning preliminary work. The public goes out to see the players handle the ball, and is disappointed when lax and erratic work marks the preliminary practice.

Briefly, the following points are worth consideration by the experienced manager as well as the new man in the business who is anxious to perpetuate the sport in any given locality:

- (1) Keep your circuit as compact as possible while taking in the best base ball cities available.
- (2) Have officers and a head who know the game and will insist on every one living up to the rules and regulations, and who will force managers and players to respect the umpires as representing the league.
- (3) Select the class to which your population entitles you, i. e., Class A, 1,000,000; Class B, 400,000, etc., and make every effort to stick within the salary limit.
- (4) A fair sprinkling of experienced players with raw recruits will make the best combination. The young players should start at a modest salary, as for them it is everything to get a chance in organized ball where those looking for talent will soon find the boys entitled to the substantial salaries.
- (5) Live up to the rules, and force the press and public of your cities to realize that the league is a substantial institution, bound to improve the weak spots, and respect the rights of the individual members.
- (6) Pay all bills promptly, including advertising, and work in every way to gain the respect of the local public, which will find a well-handled base ball team one of the best methods of advertising a city.
- (7) Insist on discipline among the players, for one bad peach will spoil a basket. Therefore, be on the alert to keep the players on their good behavior, as this counts more in the minor leagues than in the larger cities in the major leagues; but in all parts of the country, it is the salvation of the game.
- (8) Selfish players come from all sides, and like the restless ones must be guarded against. The pick of the players go to the big leagues, and a manager of a minor club should make it plain to his players that any of them worthy of advancement will receive his hearty co-operation.

By **FRED LAKE,**

PRESIDENT-MANAGER LOWELL CLUB.

The American public is educated to base ball, and after a long term of small successes and big failures, the game can now be made to pay in all sections of this country.

Take the New England League for an example. In four years this organization has cleared more than \$50,000 as a whole—on an average four clubs made good money, two others finished a shade to the good, and two were slightly behind when the ledgers were balanced.

Money for the sale of players increased each season, but any advantage from this was counteracted by several of the clubs failing to respect the salary limit of the league, thereby forcing well-meaning managers to increase their pay rolls, and, while getting no better ball, being obliged to pay considerably more money for talent. In several instances this money went out for broken down, glass-arm players at fancy salaries for poor work.

Any institution that pays good interest on the money invested should be considered a success. Less than \$40,000 was invested in the eight plants in the New England league, so that the game must be considered a financial success. Lack of co-operation is the chief trouble with base ball combinations, and for this reason the idea of an agreement covering a term of years is advisable in both the major leagues and the smaller concerns.

A sinking fund of from five to twenty per cent. of the gate receipts should be created, and not one cent of this money should go back until the terms of the agreement run out. Then, each club being given an equal share of the accumulated fund, would even up the losses, and give the sport a substantial foundation to build on in the future.

Since the formation of the national association of minor leagues, the game has flourished as never before. In years past the minors found it difficult to survive a season.

Now all such difficulty is past. Of the twenty-four minor leagues under the banner of the national association, few are not in good condition, and it is seldom, indeed, that one hears of even a club, much less a league, going out of existence.

Base ball is fast going into the hands of men who know the game from long experience, and clubs run by local boards of directors now have a poor show for success, as success means a one-man power, and a level head.

## HOW TO MANAGE A BALL TEAM



By **CHARLES COMISKEY,**

PRESIDENT OF THE CHICAGO AMERICAN LEAGUE TEAM.

The successful way to manage a ball club is to get out all there is in the players. Give the players to understand that they are well paid and must put their whole mind on the work they are slated to perform.

The ideal team is made up of two-thirds seasoned material and one-third ambitious new timber, until the desired conditions are obtained; then, with an eye to the future, keep on the lookout to strengthen the weak spots, for all teams have weak spots; for example, an outfielder may be a little weak with the stick, or be a poor base runner.

The essential qualities for a champion team are: Batting, fielding, speed, brains and staying power.

The manager of a ball team must ever be on the alert to see that his players are obeying the A B C rules of health. Temperate habits are positively necessary to good work, and ball players have many temptations to overcome from well meaning but useless admirers.

It is a mistake to have a large number of players under contract, with the hope of moulding a winner. Start off with a regular team and be careful to make but one change at a time, unless it be with the staff of pitchers.

Infields must work together to be effective and it takes time and hard work to perfect the infield, usually the framework for a great ball team.

The outfielders and first baseman should be first class batsmen, in every case, as the style of fielding required for those

places is far below the style of playing necessary in all other positions.

Practice makes perfect, and the manager should insist on his men doing all of the practice possible, especially with the bat. Some hard hitters are poor "place" and "bunt" hitters, because they seldom practice to perfect their weakness, and here is where a manager should take hold, for often the captain of a team will be slow to do any overwork.

Make it as pleasant for the players as possible, for the secret comes from a united front, and players will often band together to make it unpleasant for a manager they find unreasonable, and often rough, with no knowledge of the game.

Players should never be called down for mistakes on the field, fines do no good, but instead, cause the other players to sour on the management.

Where a player fails to make good after a fair trial, get rid of the man in a diplomatic way, for every player must pass on sooner or later and each will note carefully the manager's style of doing business.

Clever managers listen to the comments and reasonings of the players, thereby picking up valuable information.

Treat every player like a man, and never "knock" the most stupid man in the club. Quickly get rid of the failures, and treat the successes with the respect due a man filling his contract to the letter.

The young players need encouragement, while the seasoned player cares little for flattery. A good cigar will go further than a basket of cut flowers.

See that every man pays his honest debts. Gambling should not be allowed.

Intoxication during the playing season should mean expulsion.

To be a good winner, a man should be a good loser. Confidence is everything with a ball team.

**By AL. BUCKENBERGER,**

MANAGER OF THE BOSTON NATIONALS, 1904.

How to manage a base ball team? To be successful it requires a clever student of human nature, a man with much patience, and a fine knowledge of the game, backed up by an active brain and determination.

No one should attempt to manage a ball club who does not figure that others in the same line of business are capable and ready to take advantage of opponents' weaknesses.

The manager must have absolute faith in his players. His influence must be such as to get extra work out of his boys by showing that he has great confidence in their ability, and with an even break of luck they will recover from slumps that are sure to come to the best teams, sooner or later. A striped stick of candy could manage a club with star players out for business once they have learned to work together. A peacemaker then becomes the prime factor in the team's success, so that often individuals are given credit for the good work of a ball team when they have never thought out a play or, in fact, knew little about the game from a scientific standpoint. But once let this same team fall off in play, with the players slowing up, and the passive manager soon becomes lost in the shuffle. The team will go from bad to worse, until the manager will find relief only in slower company.

A man might be a great success in a minor league, to find the major end of the game out of his line.

The successful managers in the big leagues are few and far apart, for they must have the best players, men with skill, hearts and a disposition to think continually as well as play ball without a let up. In the major leagues you must be on the lookout for the best of the rising young talent, watching the base ball horizon as eagerly as a navigator would the sky for a storm cloud.

First, a captain who is up to every trick of the game, past and present; a man who can cull the weak players from the good, and who can figure out what to practice to make perfect.

Once you have a team selected and in working order then figure out the weak spot and fill one position at a time and take your time about making changes. Continual shifting will weaken any team, for the best player will often have a bad day and feel nervous with the thought that some one is ready to take his place.

The pick of the young players should receive a good trying-out in the spring and the Southern trips are a splendid thing for the trying-out period.

The manager of a team should look out for the habits of his men and see that unreliable players are booked to room with the reliable players, for very often a level headed player will have great influence over a player who has little control of himself.

The manager should see to it that the players have all the comforts the game affords, as players well treated while traveling will feel disposed to hustle for the club's benefit, and without hustling players there are no profits in the game.

Players should be allowed to go and come to their hotels as they please while they are playing good ball, although the universal rule has been for the men to retire before midnight, which nine out of ten players do. Years ago the players looked on the business as a chance to see the country and have a round of pleasure. It is much different now, for the large salaries have caused the boys to think, and saving money is now considered a high art among the profession.

Never work a player unless he says he is all right and ready for the fray, for players as a general rule love to take a chance when they are feeling right. This is especially true of the pitchers, every one of whom refuses to believe that he is not able to win from all comers. This confidence is what makes the game interesting.

Managers should see to it that the players get plenty of all styles of practice, for practice makes perfect in base ball, as in other things, and no player ever yet got too much practice, especially with the bat.

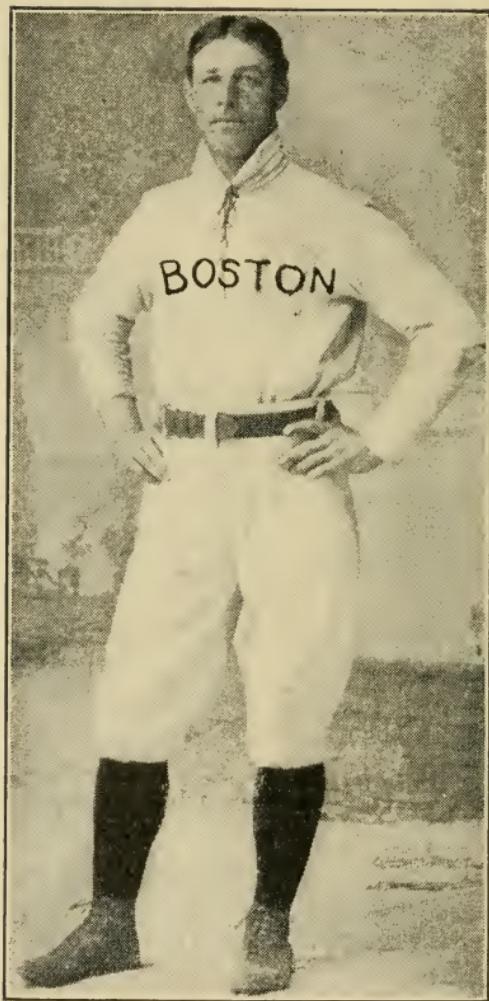
In the minor leagues, managers must pick the players green from the lots and break them in like so many colts.

The minors are tied down to a salary limit, but are as apt to pick up a fine player for a small salary as a poor player for a big salary. It's a case of good luck.

The young players are more apt to dissipate than the older ones, and overfeed in a way to put them out of the game at an early stage. In the larger of the minor leagues it is well to have several experienced players, men who have passed up the big leagues and young fellows with some experience. To manage a Class A league one should know all about the playing as well as the political end of the game and how to protect his interests.

The young players need a lot of coaching. Some are quick to pick up, while other fairly good men are slow thinkers and never pass a certain stage. Speed counts in base ball, and for that reason the games of the minors are more interesting than the scientific games of the big fellows, as there is a disposition to take chances, while the older player is sure of his high place without taking too many chances of being injured and put out of the game.

It's a mistake to carry too many men. Keep all the players busy and bring out their best qualities. Teach the boys not to pay attention to unkind criticism by fans and newspaper writers, for I have known many of the latter to be wholly irresponsible and bad eggs for the game; in fact, the managing editors will often send out the office boy to write up a game and the result is the game is thereby ruined for years in certain localities as the result of the kid seeing things that never happened. Managers should always go out of their way to see that the local papers get every scrap of the news and treat responsible writers with proper courtesy.



JIMMY COLLINS,  
Manager-Captain Boston Americans.

## CORRECT STYLE OF COACHING



By JAMES A. COLLINS,

CAPTAIN-MANAGER BOSTON AMERICAN LEAGUE TEAM.

It takes a perfect knowledge of the ability of each player to properly coach the base runners. With wideawake players to look after, coaching at first base is wholly uncalled for, as the base runner must keep his eyes glued to the ball and use his own judgment when to move from the base.

The play is altogether different at third base, and at this point a coacher is positively necessary for the man coming from second base.

This base runner never should be obliged, on a safe hit, to turn his head toward the play, but should come on at top speed, looking for his cue from the man on the coaching line. He should be always in a position to turn for the home plate under full head of steam, and simply watch the coacher for the signal to keep on going for home, or to stop altogether.

The loss of a fraction of a second will lose runs, games and championships, and all depends on the coachers on the lines if the players are trained to take their cues blindly from the men in a position to see all that is going on, wherever the ball is.

I have seen fine players make the poorest kind of coachers, as they have failed to calculate the speed of their own runners as well as the fielding and throwing ability of their opponents.

Good base runners make the best coachers, and the best I ever saw, worked with signals and made little fuss or noise during their performances.

There should be as much time given to perfecting the coaching department of the game as to any other phase of team base ball.

When a man is running from first base, he should keep in touch with the coacher at third, instead of being on the lookout for something his opponents are going to do with the ball. Moreover, he always should move exactly as he is instructed to do by the man on the lines.

Men often will remain close to second base, fearing the infielders who are playing far away from the sack. Slow runners must get a good start and take more advantage of their opportunities to score on safe hits handled by clever outfielders, and the men on the coaching lines should be obliged to not yell out instructions, but to work entirely through signals, either with their hands or caps.

It is a mistake to send up some one to coach who is not alive to the inside workings of the game, simply because the regular coacher is indifferent. A first-class coacher at third base strengthens a team three to five per cent., and good men do not average two to a club in professional base ball.

## HOW TO CAPTAIN A TEAM



By M. J. KELLEY,

OF THE ST. PAUL AMERICAN ASSOCIATION TEAM.

The captain of a ball team should be a first-class player, up to every trick of the game.

He should take the side of the player, even against the management, when he thinks the player is being in any way wronged.

Once on the field he should have full charge of his men and carry out the programme mapped out by his manager. The players should have explicit confidence in him and obey his orders promptly and to the best of their ability.

The captain should be especially well versed in the playing rules (a point, by the way, most of the players are weak on).

The captain alone should address the umpire and teach his men that clubs get none the best of it by nagging the official and bringing the hot headed spectators down on the head of the arbitrator.

When stupid plays are made by his men the captain should make a mental note of the same and allude to it later when the game is over, for no man feels worse than the one who has made the mistake.

The captain should ever be on the alert to note a weakness and map out a plan with his players to take advantage of the same. While not outspoken, the captain should always tip off the weakness of his men to the management.

The captain should never be called on to sign or release a player, but allowed to pay his attention to the men after they reach the field.

The captain should make out the batting order, and work out

the plays with his men, as several heads are better than one on a ball field, for a change of front must often take place as the result of an opponent's change of attack.

The captain should teach his men that a variety of plays well executed will bother the enemy, and perfection is necessary to carry out lightning changes of front on a ball field.

When possible the captain of a team should be on the coaching lines, and should set a good example by his personal inside work.

"A game is never won until the last man is out," is not only an old and true base ball saying, but the finest lines ever written for a ball player's guidance.

The players will follow the lead of the captain much as ducks will follow the rising young drake, therefore, in playing and general deportment, much depends on the captain of a ball team. Leaders are scarce, but come to the front naturally.

While the best class of professional base ball team managers are as scarce as they are desirable, a thoroughly able and competent team captain is an individual member of a team very difficult to find.

It may be justly asked, "What constitutes the essential requirements of a first-class captain of a team?" In the first place, such a captain must know how to govern himself, otherwise he cannot govern others successfully; especially is this moral qualification essential in the case of a player possessed of a hot and ugly temper. Secondly, he should in all cases govern the players of his team as he would like his captain to do if he were himself a subordinate player. These are the two primary essentials in the way of the moral attributes of an "A No. 1" captain.

In the selection of a captain, two well-known classes of captains should be avoided, viz., the one class including those of ungoverned tempers, without self-control, dictatorial in their manner, imperious in command, and too fond of having this, that or the other thing done simply because it is their desire that it should be done. The other class are those who are easily influenced against their best ideas, of no determination of character, afraid of cen-

sure, and too desirous of pleasing special friends in the course they pursue, at the cost of the best interests of the club they belong to.

Of course the captain of a team needs to be well up in all the rules of the game, as also all the special points of strategic skill, and a first-class player not only in his position—which should be in the infield—but also in other positions which he may be called upon to fill in some critical period of a contest. He should be a lover of fair, manly play, and not a mere cunning trickster in carrying out his duties in a contest. Low cunning in a player is like “a vaulting ambition which oft o'erleaps itself.” But where to find this rara avis? Of all the players of a team having pennant-winning aspirations, deliver us from the folly of a “kicking” captain, one who not only actually is “on the growl” in regard to errors of play and judgment, but who makes the defenseless umpire the constant target of his fault-finding. In fact, a so-called “aggressive” captain—that is, a regular fault-finding fellow—umpire baiter—is a nuisance on a ball field, amateur and professional alike.



ROBERT EMLIE,  
Veteran umpire of the National League calling a man  
in on an "out."

## UMPIRING A BALL GAME



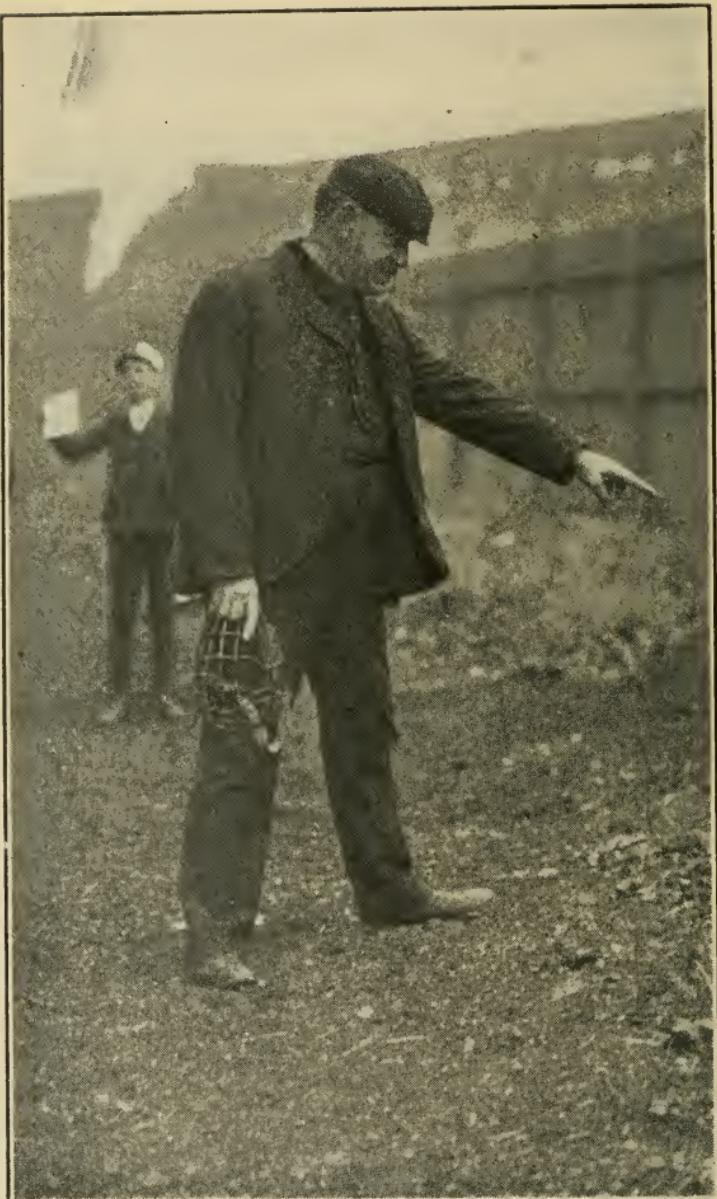
It is one of the necessities of the game of base ball, apparently, that the duties of the umpire should exceed, in their multiplicity and importance, those of the referee or umpire in every other sport in vogue. For this reason the position has become one requiring as much special training and instruction to excel in it as that of the most important position in the game. Indeed, it is far easier to obtain a suitable occupant for the most arduous place on the field than it is to find a fitting man for the position of umpire.

Let us take a brief glance at the important duties the umpire is called upon to discharge in his onerous position. Quoting from the code of playing rules as to the umpire's special duties, we find, in the first place, in regard to the official authority and power given him to enforce the rules that:

**RULE 60.**—The umpire is the representative of the League and as such is authorized and required to enforce each section of this code. He shall have the power to order a player, captain or manager to do or omit to do any act which in his judgment is necessary to give force and effect to one or all of these rules, and to inflict penalties for violations of the rules as hereinafter prescribed.

Experience has proved conclusively that this arbitrary power is a necessity in the game in order to successfully combat the gross abuse of disputing the umpire's decisions by the players. The next rule specially refers to the "kicking" evil as follows:

**RULE 61.**—There shall be no appeal from any decision of the umpire, on the ground that he was not correct in his conclusion as to whether a batted ball was fair or foul, a base runner safe or out, a pitched ball a strike or ball, or on any other play involving accuracy of judgment; and no decision rendered by him shall be reversed, except that he be convinced that it is in violation of one of these rules. The captain shall alone have the right to protest against a decision and seek its reversal on a claim that it is in conflict with a section of these rules.



JOHN SHERIDAN,  
Veteran umpire of the American League in the act of  
calling "you're out!"

This rule plainly limits the action of the captain in questioning a decision only as to its legality, and it does not include a decision marked by an alleged error of judgment. Here is another rule to the same effect:

RULE 62—Under no circumstances shall a captain or player dispute the accuracy of the umpire's judgment and decision on a play.

By this rule the player is prohibited from disputing a decision involving an alleged error of judgment.

The umpire is required by official authority to bear in mind one important fact, and that is, that the rules are made to be enforced by the letter of the law. If they are unjust the fault is not the umpire's, and he has no power to amend them, or to interpret them differently. But if they are disobeyed, it is the umpire's fault, if they are violated with impunity.

Have the playing rules at your command. Give your decisions promptly. Follow the ball closely and never give a man out where there is a reasonable doubt.

Pay no attention to the comments of partisan crowds. Keep the players on the move. When players break the rules laid down by the head of the league, never hesitate in forcing the penalty. Have as little to do with the players as possible, and never offer an excuse for some decision not to the player's liking.

The umpire takes as much pride in his work as the player, and must be in good physical condition to do himself justice.

The umpire should always try and be in a position to see the play, and never get mixed up with the players.

In calling balls and strikes the umpire should adopt some peculiarity, for example, "Silk" O'Loughlin, the famous umpire of the American League, calls as follows: "One," "Strikes tuh" for two. Then comes "batter out"; or, "ball one," "ball"; then, "take your" base. Sheridan never calls the number of balls, simply "ball," "ball," "take your base"; "strike one," "strike two," "you're out." The players and spectators soon grow to know the calls when the voice is indistinct.

## FACTS ABOUT THE RULES



The rules for playing base ball have changed but little from the original rules drawn up in 1845 and first worked out on the Elysian Fields at Hoboken, N. J.

The size of the diamond has never changed one inch. The pitching distance and the manner of delivering the ball to the batsman has changed continually, as the pitchers have grown to be too much for the batsmen.

The principle of the game has always been the same, and always will be; therefore, the rule mechanics devote their time to a few changes that may be suggested during the season, and year by year have improved the conditions under which the game is played, so that the umpire has been relieved of much trouble and can judge the plays and combinations as they come up.

A joint committee of the National League, the American League and the National Association of Professional Base Ball Clubs,—minor association—agree on the playing rules for each year, which are then officially published in the current number of Spalding's Official Base Ball Guide, the recognized authority on the game, under the editorship of Henry Chadwick, the "Father of Base Ball."

## THE EQUIPMENT OF A BASE BALL TEAM



The following is the gist of a conversation had with one of the most prominent minor league managers recently:

"Have you ever stopped to consider how much more a really good set of uniforms costs than those which are merely make-shifts? Just put it down on paper some time, get the cold facts written out in coin of the United States, then count up the games on your schedule and see how much the extra cost really figures out per game. There is hardly a minor league club that could not spend with advantage one hundred or one hundred and fifty dollars extra on uniforms and general equipment. If you will count up the total games you play during the season you will see this will not net one dollar a game additional—and, remember, that's what represents the difference between having a team go out on the field with uniforms that are really creditable and what they should be, and having them, on the other hand, parade in clothes that make fun of their playing abilities, degrade them in the eyes of their friends and your patrons, and make them feel 'cheap'—the worst thing that can happen to a player whom you expect to really do work that will mean 'winning ball.' Two extra spectators at fifty cents each will pay for what it costs you extra to put good uniforms on your men, and equip them so that they will really be a credit to the management of the club they represent.

"What would you say to the theatrical manager who tried to costume his people in the worn-out trumpery of the green room? What would the critics say of a manager whose only idea in putting a play on the stage was to economize wherever he possibly could? Don't you know the critics would tear him to pieces if the

audience had not already made it unnecessary by staying away from the theatre? Theatrical managers have learned long since that it pays to have their people present a good appearance, and they don't stop there, but year by year productions are being more handsomely staged; fortunes are spent in costumes which are never used after the play for which they were originally purchased has been taken off the boards, and all this lavish expenditure is for but one purpose—to please the patrons of the theatre. And have you not just as keen an audience in your grand stands as ever watched with breathless interest the denouement of some drama from the theater box? What is the gallery compared to your bleachers for enthusiasm? Is there a star, matinee idol, you may call him, upon the stage to-day whose doings are watched with more interest than are those of the players on the league teams? Have any of them friends who are more enthusiastic, followers who are more devoted? Yet, these are the very men you send out on the diamond with an outfit positively shapeless, in many cases dirty, wrinkled, and altogether a disgrace. The same man, if you meet him on the street, wears clothes that are a credit; he takes a pride in his appearance, and would do the same on the ball field if you really had as much regard for your own interests as you should.

"The extra cost of a first-class uniform over a poor one, as already noted, is practically nothing. To a team playing over 150 games a season, as the clubs in the Eastern League do, the difference in cost amounts to less than a dollar per game. Think of that, and then consider that the bulk of the cheap makeshift suits that many of the teams wear never were intended for any such amount of service, and when the season is about half over are barely hanging together, long having lost all resemblance of what they were originally. Would it not have been economical in the first place to have purchased a good set of uniforms, made of material that is suitable for the purpose, and constructed as base ball suits should be made—not too tight to play ball and not too loose to look well? Most of the teams that are run according to up-to-date ideas even have two sets of uniforms, one generally

of white material, perhaps with a little trimming of black or some other color on the cap, or perhaps only a colored button, and striped stockings. This set is for home games. Each man has his name on every article in the outfit and he takes a pride in keeping it as it should be or seeing that it is kept so. The traveling suit is, of course, made of some colored flannel that will not show dust or dirt very easily. Gray has the call by a large majority. The number of shades is large enough to permit of a selection to suit nearly anyone. However, many still stick to blue and maroon for their road suits, and if the material is first class these colors will hold well even during a hard and long season, but if care has not been exercised in selecting the manufacturer and the material the amount of trouble that one set of poor uniforms can cause an already overworked manager on the road is incalculable.

"The whole matter really simmers down to the question as to whether a really good uniform for a first-class base ball team is worth while. For teams of any of the leagues, as they are continually in the public eye, there is no question but what uniforms should be of the same class as the playing is expected to be. The player feels more like playing good ball when he realizes that his uniform is the best obtainable, and spectators without doubt feel much better satisfied with their hero in a neat suit than they will if he looks as though he has not been out of his clothes in a week, and the effect on the spectator is generally considered by a really progressive management. To ignore it is fatal; too many know this to have to be reminded."

## TECHNICAL TERMS OF BASE BALL

BY HENRY CHADWICK

Since the very inception of the game, Base Ball has been prolific of technical terms and phrases, but they have never been so numerous and distinct as they now are. Indeed, many of these Base Ball terms have become part and parcel of the phraseology of the period to quite a notable extent. For instance, the familiar term, "Play Ball," is now recognized as the synonym of a special effort to give earnestness to one's work, and to stop trifling with anything we undertake to do—"No more nonsense; Play Ball."

In writing up this chapter on "The Technical Terms of Base Ball," we do not present it as a mere vocabulary of the slang terms used in the game, as it is, in reality, a special chapter of instruction in all the points of play in Base Ball, besides which it includes explanations of the rules of the game. In fact, no one can read this chapter carefully and studiously without becoming well posted in the important points of strategic play in the game, as much so as if he had made himself familiar with every section of the playing code of rules as contained in the latest edition of Spalding's Official Base Ball Guide.

We have divided up the technical terms of Base Ball into the following classes :

### TECHNICAL TERMS APPLICABLE TO—

PITCHING (Page 31).

BATTING (Page 36).

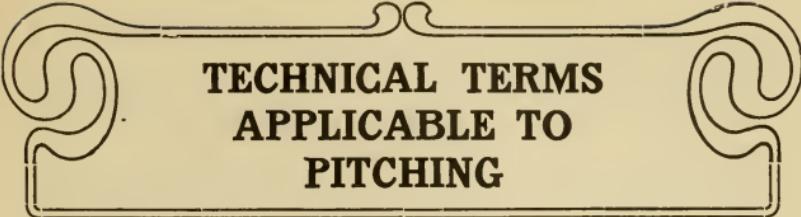
FIELDING (Page 44).

BASE RUNNING (Page 49).

UMPIRING (Page 53).

and

GENERAL TECHNICAL TERMS (Page 55).



## TECHNICAL TERMS APPLICABLE TO PITCHING

*A Balk.*—This is a failure to deliver the ball to the bat legally, and there are nine different ways of committing a balk, as follows:

1. Any motion made by the pitcher while in position to deliver the ball to the bat without delivering it, or to throw to first when occupied by a base runner without completing the throw.
2. Throwing the ball by the pitcher to any base to catch the base runner without stepping directly toward such base in the act of making such throw.
3. Any delivery of the ball to the bat by the pitcher while either foot is back of the pitcher's plate.
4. Any delivery of the ball to the bat by the pitcher while he is not facing the batsman.
5. Any motion in delivering the ball to the bat by the pitcher while not in the position defined by Rule 30.
6. Holding of the ball by the pitcher so long as, in the opinion of the umpire, to unnecessarily delay the game.
7. Making any motion to pitch while standing in his position without having the ball in his possession.
8. Making any motion of the arm, shoulder, hip or body the pitcher habitually makes in his method of delivery, without immediately delivering the ball to the bat.
9. Delivery of the ball to the bat when the catcher is standing outside the lines of the catcher's position as defined in Rule 3.

If the pitcher shall fail to comply with the requirements of any section of this rule, the umpire shall call a "balk."

*The Battery of a Team.*—The pitcher and catcher of the nine in the field are called the "battery" of the team.

*A Battery Team.*—The pitcher and catcher, though "battery" players, cannot be regarded as a "team" unless they work together as such; that is, in thorough accord in their playing of points, and in their mutual understanding of a special code of private signals, without

which they are merely two distinct players and not a "team" in the full sense of the term.

*Battery Errors.*—This class of errors is confined to wild pitches, bases on balls, and hitting batsmen with pitched balls, and to passed balls by the catcher.

*Called Balls.*—The umpire is required by the rules to call a "ball" on every ball which the pitcher either fails to send in over the home base, or not within the legal range of the batsman's knee and shoulder. The ball must be over the base and within range, or it becomes a called ball, and four such called balls give the batsman his base. To be within legal range the ball must pass below the line of the batsman's shoulder and above the line of his knee.

*A Change of Pace.*—This is done whenever the pitcher changes the speed of his delivery from fast to slow, or vice versa. But the change, to be useful, as a strategic point of play, must be thoroughly disguised from the batsman or all its effect is lost.

*A Change of Pitchers.*—This is done when the captain of the team finds that the delivery of his pitcher is being badly "punished." Changing pitchers requires considerable judgment on the part of the captain, who should be quite sure that the batsmen are really "punishing" the pitcher, and that the fault is not that of poor field support of the pitching. In making a change, the succeeding pitcher should be one with a distinctly different method of delivery to that of his predecessor.

*Chances Offered.*—A chance for an "out" is offered the field side by the batsman whenever he hits the ball in the air, or on the ground within fair reach of the fielder. If the chance is accepted the fielder either gets the credit of a catch, or for assisting to put out a runner at a base, or for actually putting out such runner.

*Command of the Ball.*—This term refers to one of the essential points of first-class pitching, viz., thorough command of the ball in delivery, especially in giving direction to curved balls so as to send them over the base.

*Curving the Ball.*—To be able to curve the ball in its delivery is one of the peculiarities of Base Ball pitching. The curves are produced by imparting a rotary motion to the ball as it leaves the hand.

*Cutting the Corners.*—This term applies to the delivery of the ball by the pitcher in such way that it just passes over the corner of the home-plate. It is a difficult ball for the umpire to judge correctly, and a ball that it is impossible for the batsman to judge.

*A Drop Ball.*—This is one of the most effective balls of a strategic pitcher's delivery, and it is the most difficult curve to make; the rotary motion given the ball causes it to fall, in the line of its delivery, just before reaching the base.

*Dropping the Pace.*—This is done when the pitcher suddenly changes the pace of his delivery from a swiftly delivered ball to a slow one.

*A Fair Ball.*—Rule 31 of the code says that "A fairly delivered ball is a ball pitched or thrown to the bat by the pitcher while standing in his position and facing the batsman, the ball so delivered to pass over any portion of the home base not lower than the batsman's knee nor higher than his shoulder."

*Head-work.*—This is a very comprehensive term, and means a great deal in all field sports, but especially in Base Ball, as without "head-work" in a player's methods team-work play by the nine is out of the question. In pitching, "head-work" means skill in strategic play in the position.

*An Illegal Delivery.*—This term belongs exclusively to the rule governing the pitching. An illegal delivery of the ball to the bat is made whenever the pitcher fails to have his pivot foot in direct contact with the rubber plate of his position, and such delivery gives the batsman his base on the balk thereby committed. A similar balk, too, is made when the pitcher takes more than one step in his delivery and then throws the ball to the batsman.

*An In-curve.*—This is a ball which curves in towards the batsman as he stands in his position. It is a more difficult ball to judge than the out-curve.

*A Jerk.*—This is a method of delivering the ball to the bat allowed by the rules; but it is one seldom used, as it does not admit of command of the ball.

*An Out-curve.*—This is a ball which curves outward from the batsman, and it is the least difficult of any of the curves to pitch. When an out-curve ball is hit it generally goes to right field or right short.

*An Overhand Throw.*—This is the method of delivering the ball to the bat which has been in vogue for the past twenty years. In fact, a legitimately pitched ball has not been seen in professional contests for twenty years and more.

*Pace.*—This term applies solely to the speed of the ball in delivery, viz., a fast pace or a slow pace.

*The Pitcher's Position.*—This is defined by a rubber plate 24 inches in length by 6 inches in width, with its front line distant 60 feet 5 inches from the home plate. The pitcher, when in his legal position, must stand in accordance with the following rule (No. 30 of the Code of 1906) :

"Preliminary to pitching, the pitcher shall take his position facing the batsman with both feet squarely on the ground and in front of the pitcher's plate; and in the act of delivering the ball to the bat he must keep one foot in contact with the pitcher's plate defined in Rule 9. He shall not raise either foot until in the act of delivering the ball to the bat, nor make more than one step in such delivery."

*Pitching.*—This term applies to the work of delivering the ball to the bat by the player appointed to fill the pitcher's position, and it includes the throwing of the ball to the bat, though the ball is not pitched, but thrown.

*Punishing the Pitching.*—The pitching is said to be "punished" whenever the batsmen make base hits off it; but it is not punished when the field support fails to accept chances for outs off the pitching, and hits and runs are made after three such chances have been offered and not accepted.

*The Range of Delivery.*—This term applies to the legal range of delivery allowed the pitcher, viz., the space limited by the lines of the batsman's shoulder and that of his knee, between which two lines the ball must be delivered or the umpire must call a ball for every failure in such delivery. If the ball passes *above* the shoulder line, or *below* that of the knee, a ball must be called.

*A Rising Ball.*—This is another of the various curves used in pitching due to the rotary motion given the ball as it leaves the pitcher's hand, the latter causing the ball to rise just before reaching the batsman.

*Runs Earned Off the Pitching.*—Under the new rules of 1906 no runs can be charged as earned off the pitching which are not solely earned by base-hits, unaided by stolen bases. Runs can be earned in several ways, but not off the pitching except by base hits only.

*Slows.*—This term applies to slowly delivered curves, the most difficult to make effective of any of the curved line delivery. But no ball is more effective than a well-controlled slow "drop" ball.

*A Spit Ball.*—This is a method of imparting a rotary motion to the ball, when delivering it to the bat, in pitching, by the use of the saliva, so as to allow the ball to slip easily through the throwing hand, by which the ball is given an eccentric motion through the air, very puzzling to the batsman. The "spit" ball, however, is not only difficult to command in delivery, but it brings into play unused muscles of the arm.

*A Straight Ball.*—This term applies to balls which are delivered to the bat without any rotary motion having been given to the ball, and which are sent in over the base and within legal range.

*Striking Out Opponents.*—A pitcher is credited with striking out an opposing batsman whenever the latter is retired on called strikes, whether by being caught out on the fly after the third called strike, or thrown out at first base after such called strike.

*An Unfair Ball.*—This is a ball which is the reverse of a fair ball; that is, a ball which is not sent in over the home base, or within the legal range; and "balls" must be called on all unfair balls.

*An Underhand Throw.*—This is a ball thrown to the bat with the arm and hand swinging forward below the line of the pitcher's shoulder.

*A Wild Pitch.*—A ball thrown wildly out of the fair reach of the batsman, either to the right or left of his position, over his head, or close to the ground, is a wild pitch and a battery error, and no passed ball can be charged to the catcher on such wild pitched ball.

## TECHNICAL TERMS APPLICABLE TO BATTING

*Bases on Hits.*—A base is earned by a hit whenever the batsman hits the ball to the infield or outfield out of the legitimate reach of a fielder. A base is also earned by a hit ball which goes to the infielder so swiftly that he is unable to field it to the base player in time for an out; also, in the case of a swift line ball from the bat which the fielder is unable to hold on account of its speed. All such hits are base hits and earn bases.

*Bases by Errors.*—More bases are secured by the various errors of the field side than by any other means. The list of errors which yield bases are those known as fielding errors and those classed as "battery" errors. The former include dropped fly balls, wild throws—either overhead or on the bound—muffed and fumbled balls, and plain failures to judge balls offering easy chances for catches. The latter errors include wild pitches, bases on balls, pitched ball hitting batsmen, and balls passing the catcher on which bases are run.

*Bases on Balls.*—The batsman is entitled to take one base every time the umpire calls "four balls," and also every base runner who is thereby forced to leave the base he occupies.

*Batting for the Side.*—This term applies whenever the batsman strives by his hit to forward a base runner, regardless of his individual record; such, for instance, as in the case of making a "sacrifice" hit.

*Batsman's Position.*—Rule 38, governing this position, is as follows:

"Each player of the side at bat shall become the batsman and must take his position within the batsman's lines (as defined in Rule 8) in the order that his name appears in his team's batting list."

*Batting in Base Runners.*—This is a marked feature of "team work at the bat." To forward base runners is the object aimed at by every batsman who "plays for his side" in batting. He does this by striving his utmost for a base

hit, and next to that his effort is to hit the ball so that, if it fails to earn a base, it will oblige the fielder to throw the striker out at first base, and thereby enable the runner on first to reach second base safely, this constituting a "sacrifice" hit.

*Bases on Balks.*—Whenever the umpire calls a "balk," every occupant of a base—except the batsman—is entitled to take a base without being put out, whether the runner be forced off or not.

*A Base on Batsman Hit by Pitched Ball.*—Under the new rules of 1906, the batsman is entitled to take a base whenever he is hit by a pitched ball, provided that he has previously tried his best to avoid being so hit. It matters not where the ball hits him, or if it only touches his clothing.

*Batsman a Base Runner.*—The batsman becomes a base runner under the following circumstances: 1. The moment he hits a ball to fair ground. 2. Directly after the umpire calls "third strike." 3. Also when the umpire calls "four balls." 4. When his person is hit by a pitched ball, provided he strives his utmost to avoid being so hit.

*A Bounder.*—This term applies to a ball sent from the bat to the field on the bound; also, to a ball thrown on the bound by a fielder to a base player, in which latter case it is a wild throw and an error.

*Bunting the Ball.*—A "bunt" hit is made when the batsman simply holds the bat up to meet the thrown ball, thereby allowing the ball to rebound from the bat to the ground. The new rule (47) thus describes a bunted ball:

A "bunt" hit is a legally batted ball, not swung at, but met with the bat and tapped slowly within the infield by the batsman. If the attempt to bunt result in a foul not legally caught, a strike shall be called by the umpire.

This definition is not correct, as a "bunt" hit is not a hit from a stroke at the ball, but simply a rebound from a bat held up to be struck by the ball.

*Chances for Catches.*—No skilful batsman gives a possible chance for a catch if he can avoid it. It is a sure sign of weak batting to give chances for catches, but it is characteristic of the class of batsmen who go in for home runs instead of "place" hitting, the latter of which is the acme of skilful batting.

*Clean Hits.*—A clean hit is made when there is no possible chance offered the fielders either for a catch or a pick-up.

*A Clean Home Run.*—This long hit is made only when the ball is hit so far to deep outfield as to prevent its being fielded to the infield before the runner reaches the home base. It is the only legitimate home run made.

*Confidence in Hitting.*—No batsman can achieve success in his position who lacks confidence in facing the opposing pitcher. Confidence is half the battle in a contest. If he goes in to the bat feeling doubtful of his ability to punish the pitching, or is likely to be intimidated by the mere speed of the delivery he faces, he will fail in his batting nine times out of ten.

*A Daisy Cutter.*—This term is applied to a ball hit along the ground without bounding, cutting the grass, as it were, as it proceeds. It is a telling hit.

*Earned Runs.*—There are two classes of earned runs in Base Ball, viz., those cleanly earned by base hits—these being the earned runs which should be recognized by the new rules—and the runs earned jointly by base hits and stolen bases. It is the former only which affords a criterion of the excellence of the pitching, the better the pitching the fewer the earned runs.

*A Fair Hit Ball.*—Rule 44 thus defines a fair hit ball: "A Fair Hit is a legally batted ball that settles on fair ground between home and first base or between home and third base or that is on fair ground when bounding to the outfield past first or third base or that first falls on fair territory beyond first or third base or that touches the person of the umpire or a player while on fair ground."

*Facing for Position.*—This is one of the most important movements made by the batsman preliminary to his striking at the ball. As the batsman faces for position so will he be likely to hit the ball in the direction of that part of the field he faces for. If he stands so as to face the first base, the natural forward swing of the bat will send the ball in that direction. On the other hand, if he faces the shortstop, the ball will go towards left field. Facing for

position is the preliminary step to making a "place" hit, and place hitting is scientific batting.

*Failing to Take Position.*—Every batsman should remember the order of batting, and be in readiness, bat in hand, to take his position at the bat when called upon by the umpire, prior to which he must be seated on the bench. Should he forget the order and allow a succeeding batsman to take his place, and the error be not discovered before a ball has been struck at, the batsman who failed to bat in his turn is out.

*A Foul Hit Ball.*—Rule 45 thus defines a foul hit ball: "A foul hit is a legally batted ball that settles on foul territory between home and first base or home and third base, or that bounds past first or third base on foul territory or that falls on foul territory beyond first or third base or touches the person of the umpire or a player while on foul ground.

Rule 46 states that a "foul tip" is a ball batted by the batsman while standing within the lines of his position, that goes sharp and direct from the bat to the catcher's hands and is legally caught.

*A Foul Strike.*—This strike is made whenever the batsman strikes at the ball while he is standing outside the lines of his position, if only with one foot.

But there is a "foul strike" included in the list of "called strikes" which is of exceptional character, and it will be found in Rule 49, section 3, as follows:

"Sec. 3. A foul hit ball not caught on the fly unless the batsman has two strikes."

This is the special rule in the code which in its practical application gives such a great advantage to the pitcher, and which has been found to be such a handicap for the batsman and base runner. It is a section of the rules which the Committee on Rules of the British Base Ball Association should strike out of the code.

*A Force Hit.*—A "force hit" is made when the batted ball is sent to the field in such a way as to enable a fielder to put the runner out, who is forced to leave the base he occupied at the time the ball was hit, and who, by the hit of the batsman, has been obliged to vacate his base. It is possible to make a triple play on three force outs when a fair hit is made while all three of the bases are occupied.

*Fungo Hits.*—The weakest batting is shown when the batsman indulges in “fungo” hitting, or hitting the ball in the air to the outfield and giving easy chances for catches. “Fungo” hitting, too, is done when the batsman takes a ball in hand, and tossing it up, hits it to the outfield as it falls. It is the worst kind of batting practice on that account, as it is the reverse of hitting at a ball thrown to the bat horizontally.

*Homer.*—This is the term applied to a “home run” hit. It is the most costly hit made, as it involves the fatigue of running 120 yards at the utmost speed, a severe test of strength and wind.

*A High Ball.*—Balls hit high in the air almost invariably yield easy chances for catches, and, therefore, are samples of weak batting. A “high ball,” too, is one pitched above the batsman’s shoulder.

*Hit and Run.*—(See technical terms applicable to base running.)

*A Hot Ball.*—A ball is said to be a “hot one” which is hit to a fielder, either on the fly or on the bound, so swiftly that it is next to impossible to hold it. In all such cases a “base hit” should be credited to the batsman.

*Long High Balls.*—High balls hit to long field invariably yield chances for catches, and all such hits show weak batting, while long low liners yield base hits and earn bases.

*A Low Ball.*—This is a ball sent to the bat below the line of the batsman’s knee, and every such ball must be called a “ball.”

*One, Two, Three Out.*—This term applies to the retirement of three batsmen in the order of their going to the bat. It is sometimes done on three or four pitched balls.

*Out of Form.*—A batsman is said to be “out of form” for hitting, when, after waiting impatiently for a good ball within fair reach, he temporarily fails to be ready to hit a good ball when it comes in over the plate and within legal range. In such a case he becomes an easy victim for a strategic pitcher.

*Order of Batting.*—Before a game begins the order of the players of each side going to the bat is written down in the score book of the official scorer of the home club, and also printed or written on the score card, and it includes the names of the nine players of each side, who are to go to the bat in the order named. The order is thus named in Rule 39, as follows:

"The batting order of each team must be delivered before the game by its captain to the umpire, who shall submit it to the inspection of the captain of the other side. The batting order delivered to the umpire must be followed throughout the game unless a player be substituted for another, in which case the substitute must take the place in the batting order of the retired player."

The above batting order must be followed, except in the case of a substitute player, in which case the substitute must take the place of the original player in the batting order.

After the first inning, the first striker in each inning shall be the batsman whose name follows that of the last man who had completed his turn—time at bat—in the preceding inning.

The order of batting cannot be changed after the umpire has called "play." If a batsman is injured, so as to necessitate his retirement from play, or if he be ordered out of the game by the umpire, and he is replaced by a substitute player, his successor in the game must bat in his order.

*Placing a Ball.*—This is one of the most difficult things a batsman has to do. Any mere novice at the bat can make a chance hit, but to hit the ball so as to send it to any desired part of the field—in other words, to "place the ball,"—is the most skilful hit a batsman can make, as it requires keen sight, coolness and nerve in judging the swiftly-thrown ball, together with lots of practice, to excel in place hitting. It can be done, however, and against good pitching, too; but no mere chance hitter can do it. A batsman who cannot place a ball is nothing but a mere machine batsman, and knows nothing of scientific batting or of team work at the bat.

*Popping One Up.*—There is a great difference between "a popped-up fly ball" from the bat, which affords an easy chance for a catch, and a ball hit in the air by a tap from the bat, which goes safely over the heads of the infielders, and is yet too short for the outfielders to give them a chance for a catch. The former is a weak chance hit,

while the latter is a well-placed ball, always yielding an earned base.

*Record Batting.*—A batsman who devotes his whole attention to batting for a high average of base hits, regardless of any efforts to forward base runners by his batting, is a mere record batsman, who knows or cares nothing of doing "team work at the bat." On the other hand, the batsman who goes in for "batting for the side," and who leads by forwarding runners by his hits, is the batsman *par excellence*, and not he who leads in base hit averages. In the American edition of Spalding's Official Base Ball Guide, which contains in its statistical pages the batting averages of the professional batsmen of America, in a large majority of cases awards the batting honors of the season to mere "record batsmen," as there is no data in the scoring rules which give due credit to the "team worker at the bat." This is rather discouraging to the player who devotes his best efforts to "playing for the side" in a match.

*A Scratch Hit.*—This is a term applied to an accidental hit which unexpectedly yields a base. It is a term, too, which is often unjustly applied to an effort by the batsman to make "a place hit" by a bunt or short safe hit. A ball batted in the air which drops safely between two fielders, who are each afforded an easy chance for a catch, but who both hesitate to accept it, is an undoubtedly scratch hit, and not a base hit, as it yields a base by an error of judgment by two fielders.

*A Safe Hit.*—This is a hit which earns a base from a tapped ball to short right field, yielding no chance for a catch, though the ball is hit up in the air. It is a "place hit" in nearly every instance.

*The Striker.*—This is the old-time title given the batsman, a term used in the code of playing rules of the decade of the sixties.

*Striking Out.*—This is the act of being put out on "called strikes," and, as a rule, it shows weak batting; but it is also a result of skilful, strategic pitching. Generally, however, intimidating speed by the pitcher against nervous batsmen has a great deal to do with strike-out records.

*A Sacrifice Hit.*—This is a hit which is part and parcel of "team work at the bat," and at times it is of as much advantage as a base hit. For instance, a runner is at third base and another at first base, with one man out, and the batsman, in attempting a base hit, sends the ball to deep right short, obliging the fielder to throw the batsman out at first base, the runner from third thereby scoring his run, and the runner at first reaching second safely on the "sacrifice" hit. No sacrifice hit can be credited to a batsman on a force out, nor on the error of a fielder in failing to throw to first base instead of to second, when a runner is on first base and only one hand out.

*A Time at Bat.*—Under Rule 82 "a time at bat" is thus defined: "'A time at bat' is the term at bat of a batsman. It begins when he takes his position, and continues until he is put out or becomes a base runner. But a time at bat shall not be charged against a batsman who is awarded first base by the umpire for being hit by a pitched ball or for the illegal delivery of the pitcher or on 'called balls' or when he makes a sacrifice hit."

*Timing for a Hit.*—This is a term applicable to the act of so timing the forward swing of the bat to meet the ball that it may meet it either back of the home base line—thereby hitting the ball to right field—or forward of the line, in which case the ball would be hit to the left. It requires perfect command of the bat, and coolness and nerve in judging the pace of the pitched ball.

"Timing for a hit" is the fundamental rule of scientific batting in Base Ball, and it requires brain work, with plenty of study and practice to excel in it. The batsman who is merely a machine batsman, or one who bats for a record, is practically ignorant of the science of "timing for a hit."

*Waiting for Good Balls.*—This is a feature of skilful work by the batsman, and requires keen sight and considerable nerve to excel in it. It is essential that the batsman should constantly keep himself in readiness—that is, "in good form,"—to strike at the first ball that comes over the plate and within legal range, in order to fully benefit by "waiting for good balls."

## TECHNICAL TERMS APPLICABLE TO FIELDING

*An Assist.*—A fielder is credited with an “assist” in the score whenever he throws the ball on the fly to a base player and affords the latter an opportunity to put the runner out, and the assist is to be credited, even if the base player fails to hold the thrown ball. But if the ball be thrown to the base player on the bound, no assist is to be credited, as it is a piece of masterly fielding if the bounding ball be held by the base player, and not the latter’s error if it be not so held. A fielder is also to be credited with an assist if he handles the ball in the case of a “run-out” between the bases, or if he stops a hard hit ball and thereby gives another fielder a chance to throw the runner out.

*Base Players.*—There are three basemen or base players in a nine, viz., the first, second and third basemen, the catcher almost invariably covering the home base, though the pitcher does that once in a while, as the shortstop does the other positions in case of need.

*A Bound Throw.*—This is a palpable error, chargeable to the fielder who throws the ball to a base player on the bound.

*Deep Field.*—This term is applied to the far outfield, whether to the left, center or right field.

*A Double Play.*—A double play is made whenever the fielders put out two opponents of the batting side between the time the ball is delivered to the bat and its being again in the hands of the pitcher ready for re-delivery.

This incident of a “double play” is peculiar to the game of Base Ball, it being unknown in Cricket or in any other field game of ball.

*A Dropped Fly Ball.*—A fly ball, dropped out of the hands of a fielder before being “momentarily held,” as the rule requires, or a thrown ball dropped after being thrown

to a base player on the fly and within fair reach, is a fielding error. But no such error can be charged to a fielder who drops a ball while in collision with a base runner.

Under the enforcement of the rule governing an "infield hit," if the hit fly ball be touched by an infielder—whether dropped in the effort to catch it or not—the batsman is out. In such case no error is to be charged on the dropped fly ball.

*A Fly Catch.*—This catch is made when the ball is caught and held in any way—if only momentarily—before touching the ground, whether it be a fair ball or a foul ball.

*A Fly-Tip Catch.*—This is a catch of a foul ball which goes to the catcher sharp from the bat. The penalty of a fly-tip foul ball which is caught is the call of a strike by the umpire, the catch of the ball not yielding an out under the existing rules, as it formerly did.

*Forced Off.*—A base runner is said to be "forced off" a base whenever he is followed in the base running by a runner who has made a fair hit, or been sent to his base on balls and who has thereby forced a runner off, which latter forces off the runner who preceded him.

*A Fumbled Ball.*—A fumbled ball is a fielding error. It occurs when the ball, having been stopped, but not held by the fielder, is fumbled in the effort to pick it up for the throw to a base.

*A Hot Ball.*—This is a very hard-hit ball, and when, if a hot liner, it is either not held on the fly, or, if a hot bounder, is only partially stopped by the fielder, the latter is excused from an error, and a base hit should be credited the batsman.

*Infielders.*—The infielders, as a team, comprise the three base players and the shortstop; but the two battery players—pitcher and catcher—are also infielders.

*The Infield.*—The infield of a ball ground comprises the diamond field and its immediate vicinity.

*Juggling the Ball.*—A ball is said to be "juggled" when it is partially caught and rebounds from a fielder's hands before being "momentarily held." Until so held no runner

can legally leave a base on an alleged catch, because the ball is kept from the ground but not actually caught.

*Long Field.*—This is a cricket term applicable to the outfield of a Base Ball ground, and it refers to deep outfield. In cricket the terms "long field on" and "long field off" are equivalent to left field and right field in Base Ball.

*A Missed Catch.*—A fielder is chargeable with a failure to accept a chance for a catch when he fails to hold the fly ball after getting under it; or if he has badly missed the chance, or fails to try to accept the offer by stopping when nearly under the ball.

*A Muffed Ball.*—A ball is said to be "muffed" when the fielder fails to pick up an ordinarily hit ball, or only partially stops it. If it be a hard-hit "grounder," a "hot liner," or a difficult twisting, bounding ball, the failure to hold it is excusable if it be partially stopped, and a muff is not chargeable.

*A Muffin.*—This is a term applied to the veriest novices in the game. In the olden time there were the first nines, the second nines, and the muffin nines. Yet the muffins could bat out home runs, though they could not field even "a little bit."

*A Passed Ball.*—This is a "battery" error, seldom recorded in these days of catchers' mits, breast pads and masks. A passed ball is recorded whenever a base is run from a dropped or muffed ball by the catcher, or from his allowing any ball to pass him which is not a wild pitch or a base on balls. No passed ball can be charged unless a base is run on the error.

*A Pick-Up.*—This term is applied to a clean handling of a sharply hit ball, especially if a bounder. It is a piece of fine, sharp fielding.

*A Quick Return.*—This term applies to the quick return of the pitched ball to the pitcher by the catcher, so as to enable the pitcher to catch the batsman napping and out of form.

*Run Out.*—A base runner is said to be "run out" when he is caught between the bases and runs backward and forward to avoid being touched out while off a base. Run-

ners from first to second, when a runner is on third base, and only one hand out, frequently run the risk of being run out, in order to afford the runner on third a chance to get home on the play.

*A Running Catch.*—This is a catch which is one of the most attractive features of fine fielding, but it requires sound judgment and sure catching ability to excel in it.

*Right Short.*—This is the unfilled position in a nine which is opposite the regular shortstop's position. Before a runner is on first base, the second baseman plays at right short field, especially when he sees the batsman "facing" for a right-field hit.

*Short Field.*—This is the space of ground occupied by the shortstop, who, by the way, is the roving player of the infield, who stands ready to cover second base, or that of any other infield position when occasion may require.

*A Trapped Ball.*—The point of play to which this term applies is not now recognized by the rules. A trapped ball play was made when runners were on bases, and a "pop-up" fly ball was expected to be caught. Each runner holding a base was at once forced to leave on the hit and then became "trapped," or thrown out, at the base to which they had to run. Under the existing rules, if a pop-up fly ball is made, if the fielder touches the ball before it reaches the ground it is regarded as a catch, and the trap ball play fails in consequence.

*A Triple Play.*—This is another fielding play peculiar to Base Ball, like that of a "double play." There are several ways of making a triple play, but the most familiar method is that of forcing out players. For instance, suppose all three bases are occupied and the batsman hits a ball down in front of him which the catcher fields at once, and, first touching the home base with his foot, throws the ball to the third baseman, who similarly touches his base and forwards the ball to second base, and if the ball is held on each base before each forced-off runner retouches it, a triple play is made.

Another form of a "triple play" is made when a fly ball is hit, apparently safe, to short outfield, when first and second bases are occupied, and the base runners are

tempted to leave their bases on the chance of the hit being safe. The ball being caught, however, and promptly forwarded in time to second base, and by the baseman to first base, before the runners can retouch the bases they left when the hit was made, a triple play is the result.

*A Wide Throw.*—This fielding error is made whenever a fielder throws a ball beyond the fair reach of a base player, either over his head, to the right or left of him, or on the bound or along the ground. When such a throw is made to the batsman by the pitcher it becomes "a wild pitch."

## TECHNICAL TERMS APPLICABLE TO BASE-RUNNING

*A Base Runner.*—The batsman becomes a base runner in five different ways. 1. Instantly after he makes a fair hit. 2. Instantly after the umpire calls "four balls." 3. Instantly after the umpire calls "three strikes." 4. Instantly after the pitcher has delivered the ball to the bat illegally, that is, without his pivot foot being in contact with the rubber plate of his position, or after he has taken two steps on delivery. 5. Instantly after he is hit by a pitched ball.

*Base Running Errors.*—A base runner makes an error when he overruns second or third bases; also, if he steps outside of the base path between home and first base; also, if he fails to touch a base he runs for; also, if he fails to have his foot on the base he occupies before a flyball is caught.

*Base Stealing.*—A stolen base is to be credited to a runner, after reaching first base, under the following rule (Section 9 of Rule 85): "Any attempt to steal a base must go to the credit of the base runner, whether the ball is thrown wild or muffed by the fielder; but any manifest error is to be charged to the fielder making the same. If the base runner advances another base, he shall not be credited with a stolen base, and the fielder allowing the advancement is also to be charged with an error. If the base runner makes a start and a battery error is made, the runner secures the credit of a stolen base, and the battery error is scored against the player making it. Should a base runner overrun a base and then be put out he shall receive the credit for a stolen base."

The above rule regards an error by the catcher in throwing to a base, or by the base player in failing to hold a thrown ball, as a consequence of the effort to steal a base; but, should the error cause the runner to start, no credit for a stolen base should be given. If a runner starts to steal a base, and the catcher throws the ball wild in consequence, the runner gets the credit of stealing one base, but not for taking the next base on the wild throw.

*A Clean Steal.*—This is a base stolen without the aid of an error by any fielder.

*Coaching.*—This is the term applied to the method of aiding base runners to steal bases, through vertical directions from the player appointed to stand back of first or third base to "coach" runners. It does not, however, include noisy demonstrations and personal remarks to opposing fielders, commonly in vogue in badly managed teams. The new "Coaching" rule of 1906, is as follows:

Rule 58 states that: "The coacher shall be restricted to coaching the base runner only, and shall not address remarks except to the base runner, and then only in words of assistance and direction in running bases. He shall not, by words or signs, incite or try to incite the spectators to demonstrations, and shall not use language which will in any manner refer to or reflect upon a player of the opposite club, the umpire or the spectators. Not more than two coachers, who must be players in the uniform of the team at bat, shall be allowed to occupy the space between the players' and the coachers' lines, one near first and the other near third base, to coach base runners. If there be more than the legal number of coachers or this rule be violated in any respect the captain of the opposite side may call the attention of the umpire to the offense, and thereupon the umpire must order the illegal coacher or coachers to the bench, and if his order be not obeyed within one minute, the umpire shall assess a fine of \$5.00 against each offending player, and upon a repetition of the offense, the offending player or players shall be debarred from further participation in the game, and shall leave the playing field forthwith."

The "coacher," it will be seen, cannot leave his regular position while coaching, without subjecting himself to a fine of five dollars (£1).

*Left on Bases.*—Runners are left on bases after earning a base by a hit, or by having a base given them by battery or fielding errors. Only when left after earning a base is any credit due from being left on a base.

*Over-running Bases.*—Only in over-running first base is a base runner entitled to hold the base, and only then if, after over-running the base, he remains on foul ground. If he runs on fair ground after over-running first base he is liable to be put out by being touched by the ball while off the base. The runner is not obliged to return and

touch first base after over-running it, if he thinks there is a safe chance to run to second.

*Players Running Bases.*—All base runners run the risk of being put out when not standing on a base, except in the case of over-running first base. Players running bases are obliged to return to the base they left when the ball is hit foul, and also when a fly catch is made. But the moment the catch is made, either from a fair or foul hit ball, they can leave the base they occupied and try to reach the next base safely, in which latter case they are to be credited with a stolen base. If, when running from base to base—except in the case of making a home run—they must keep as near to the line between the bases as they can, for it, in order to avoid being touched by the ball in the hands of a fielder, they run three feet beyond the line of the base they are out. This rule applies only in the case of trying to avoid a fielder with the ball in hand, not otherwise. The base runner, running from home to first base must invariably run within the lines of the base path until he touches the base, or otherwise he is out.

*Sliding to Bases.*—This custom, as a rule, is dangerous work; but the risks of injury are run in the hope of securing a base, likely to be otherwise lost. There are two ways of sliding to bases, viz., head first and feet foremost. The former is generally the most successful, as it admits of the stretched arm touching the base.

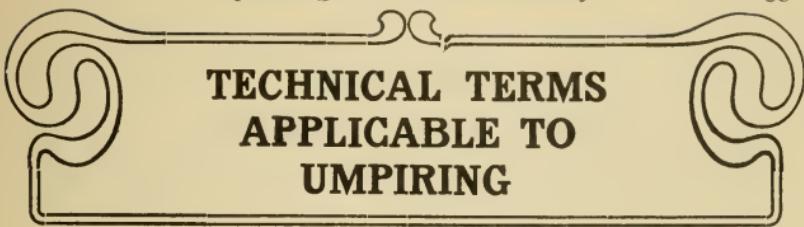
*A Stolen Base.*—Base stealing is an art in itself, and it requires head-work in the runner all the time. He has not only to watch the "battery" players, especially the pitcher, but he must be on the alert to get a good start for a steal. If a pitcher is at all slow in his movements or uses too many motions in his delivery, the runner can get a start from him without much difficulty. If the runner steals a base by reaching it before he is put out, but who afterwards is put out through overrunning the base, the failure to stop in time offsets the credit of the steal.

*The Squeeze Play.*—This is a peculiar point of play in the game. It is only attempted when a base runner is on third, with none out. Then, too, it requires a brainy batsman to be facing the pitcher when the play is attempted, and also an expert runner at third base. The play is made as follows: As the pitcher moves to deliver the ball to the bat, the runner starts as if to steal home. The batsman then tries for a safe "bunt" hit, and if he succeeds, the runner

has a good chance to reach home safely on the hit. But if he fails, the runner becomes an easy victim of the play.

*Taking Bases on Balls.*—A base on balls is a "battery" error, though there are times when it becomes a point of play to send a skilful batsman to his base on balls, but only rarely is this done.

*Taking Bases on Balks.*—All base runners are entitled to take bases on balks, whether forced off or not, but the batsman can not take a base on a balk.



## TECHNICAL TERMS APPLICABLE TO UMPIRING

*Play*.—This is the call of the umpire when he opens a contest, and from the time of this call until the end of an inning the ball is legally in play unless declared otherwise by the umpire.

*Game*.—This is the umpire's call when he declares the game ended.

*Time*.—The umpire calls "Time" only when he suspends play for the time being, and the moment the call is made the ball ceases to be in play.

*An Inning*.—An "inning" is the term at bat of the nine players representing a club in a game, and is completed when three of such players of a batting side have been put out, as provided in the rules.

*No Game*.—This term is applied to close of an interrupted game in which less than five innings have been played. The rule says "'No game' shall be declared by the umpire if he shall terminate play on account of rain or darkness before five innings on each side are completed. Except in a case when the game is called, and the club second at bat shall have more runs at the end of its fourth innings than the club first at bat has made in its five innings; in such case the umpire shall award the game to the club having made the greatest number of runs, and it shall be a legal game and be so counted in the championship record."

*The Suspension of Play*.—The rule (71) governing the suspension of play in a game, is as follows: "The umpire shall suspend play for the following causes:

"1. If rain fall so heavily as to cause the spectators on the open field and open stands to seek shelter, in which case he shall note the time of suspension, and should rain fall continuously for thirty minutes thereafter he shall terminate the game.

"2. In case of an accident which incapacitates him or a player from service in the field, or in order, to remove

from the grounds any player or spectator who has violated the rules, or in case of fire, panic or other extraordinary circumstances."

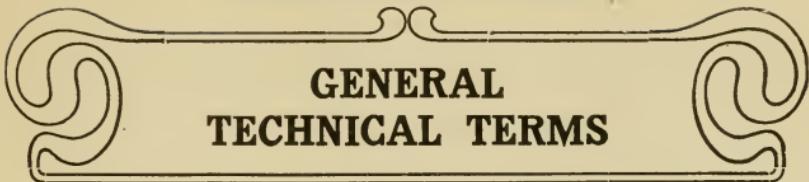
The words of this rule, viz., "compelled to seek shelter," admit of considerable latitude of interpretation. For instance, if the rain is only a drizzle and the crowd of spectators on the "bleaching boards" choose set out on the run, the umpire is not required to suspend play. But if it be a rainstorm and the crowd seeks shelter, he must then call "Time."

In suspending play from any legal cause the umpire shall call "Time"; when he calls "Time," play shall be suspended until he calls "Play" again, and during the interim no player shall be put out, base be run or run be scored.

*Called to the Bat.*—The new rules of 1906 thus designate when the umpire shall call a player of the batting side to the bat. "The moment a batsman's term at bat ends, the umpire shall call for the batsman next in order to leave his seat on the bench and take his position at the bat, and no player of the batting side shall leave his seat on the bench until so called to bat, except to become a coacher or substitute base runner, to take the place of a player on his team's batting list, to comply with the umpire's order to leave the field or to make way for a fielder." (Rule 51, Section 10.)

*The Umpire's Legal Calls.*—The umpire is required by the rules to call every "Dead Ball," every "Strike," "Foul Ball," "Block Ball," "Balk," and all balls not over the plate or within legal range as a "ball." But he cannot call a "ball" or a "strike" until the ball passes the home base. He must also call "infield" or "outfield" hit whenever the ball is likely to be caught or touched in the air by an infielder.

*Reversing Decisions.*—No decision rendered by the umpire shall be reversed by him in which the question of an error of judgment is alone involved. This renders kicking against such decisions worse than useless.



## GENERAL TECHNICAL TERMS

*Amateurs.*—An amateur Base Ball player is one who does not play ball for "money, place or emolument." All college club players rank as amateurs when subject to their college faculty rules, not otherwise. No player, however, who accepts money or its equivalent for his services can rank as an amateur ball player.

*An Artist.*—Webster defines the word "artist" as applicable to a person who is "skilled in some art." Therefore, a skilful ball player is an artist in his peculiar line.

*The Battery.*—This is a term applied to the pitcher and catcher of a team. It is the main attacking force of the little army of nine players in the field in a contest.

*Base Lines.*—These are the lines defining the location of the four bases on the diamond field.

*A Blind.*—An old-time term used to indicate the retirement of a side in a game without their being able to score a single run.

*A Block Ball.*—Rule 37, section 1, says "A block ball is a batted or thrown ball that is touched, stopped or handled by any person not engaged in the game."

"Sec. 2. Whenever a block occurs the umpire shall declare it, and the base runners may run the bases without being put out until the ball has been returned to and held by the pitcher standing in his position.

"Sec. 3. If the person not engaged in the game should retain possession of the ball, or throw or kick it beyond the reach of the fielders, the umpire should call 'Time' and require each base runner to stop at the last base touched by him until the ball be returned to the pitcher standing in his position and the umpire shall have called 'Play.'"

*The Box.*—This is the term given the pitcher's position; it also applies, too, to the position the batsman occupies.

*The Captain of the Team.*—Each nine in a contest is governed by a captain, who is supposed to have the entire control of the movements of every player of his team during a game, the captain placing his men in such positions as he deems best, and changing the pitchers as he thinks most advisable, etc. Of course, the captain himself, as well as the players, are supposed to be governed by the club manager, and are so governed when no official interference is allowed to mar his plan of government.

*A Fan.*—This is a term applied to a patron of the game, whose partisanship is so pronounced as to amount to fanaticism, hence the word Fan.

*Hit and Run.*—This is a term applicable to a point of play in the game in which a combination of team work at the bat and brainy base-running is brought into play with telling effect. John M. Ward thus describes how it was practically exemplified in 1893 by Nash, Duffy and McCarthy, of the champion Boston team of that year. Ward thus describes the "hit and run" point of the Bostonian trio:

"Say, for instance, that they have a man on first and nobody out. Under the old style of play a sacrifice would be the proper thing. Then the man on first would reach second while the batsman was put out. The Bostons, however, work this scheme: The man on first makes a bluff to steal second, but runs back to first. By this it becomes known whether the second baseman or the shortstop is going to cover second for the throw from the catcher. Then the batsman gets a signal from the man on first that he is going to steal on a certain pitched ball. The moment he starts for second the batsman just pushes the ball for the place occupied only a moment before by the infielder who has gone to cover second base. That is, if the second baseman covers the bag the latter pushes the ball slowly to right field; if it is the shortstop, the ball is pushed to left field. Of course, it takes a skilful player to do this, but they have such hitters on the Boston nine. Now, when that ball is pushed to the outfield, the man who has already started to steal second just keeps right on to third, while the batsman is safe at first. Then the trick is tried over again, and in most cases successfully."

The man on first makes another bluff to steal, and when the batsman learns who is to cover second base he pushes the ball out again, the man on third scoring, the man on first reaching third, and the batsman gaining first."

*Kicking.*—This is a generic term, used in the case of players disputing decisions by the umpire. A kicker is a nuisance on a ball field, and a costly enemy to team work in the game.

*The Nine.*—This was a term applied to the players of each side engaged in a match game. It has been replaced by the term "team." In the early days of Base Ball, clubs would frequently have three distinct nines in their ranks, viz., the first and second nine and the third, or "muffin" nine, the latter being mere novices.

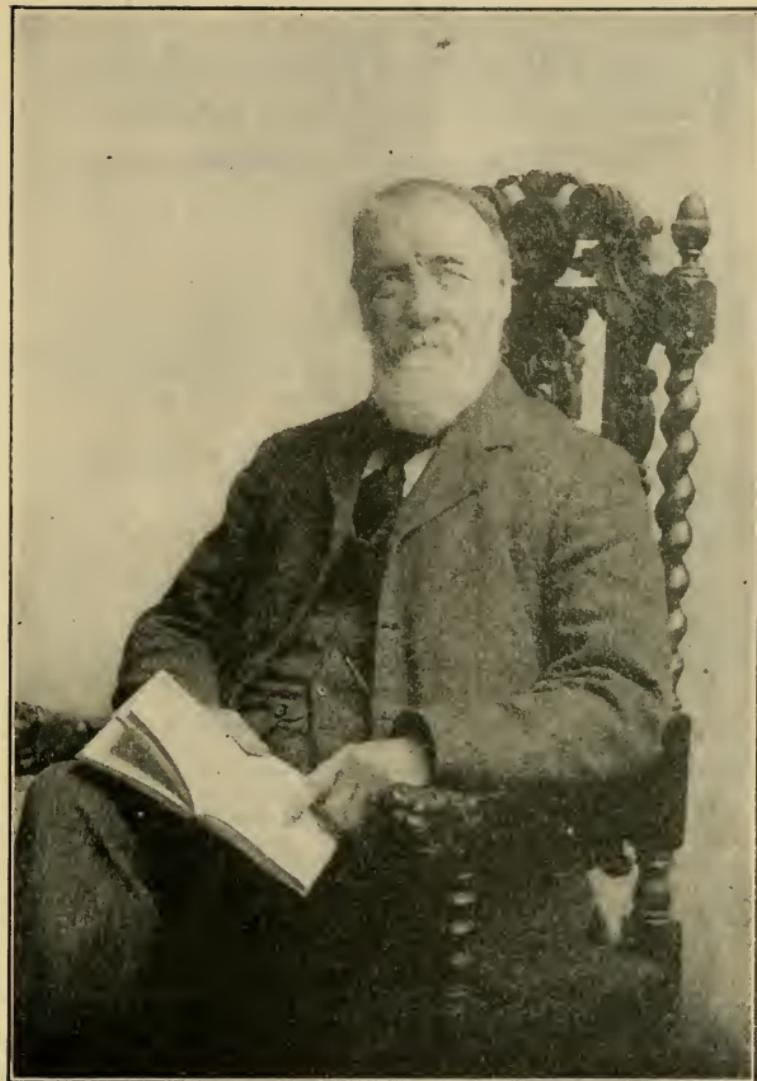
*One Old Cat.*—In the early period of the decade of the forties, when the old Knickerbocker Base Ball Club of New York used to play their practice matches at the Elysian Fields, Hoboken, N. J.—then a suburban resort of New Yorkers in the summer—the members used to meet on their ball field twice a week. They usually arrived in twos and threes, and as soon as they had a sufficient number of players present to toss up for sides, in a practice match, their game would begin; but prior to this they would bat "fungoes" to the outfielders, and the first to catch a ball on the fly would go in and take the bat. When more players arrived they would play "One Old Cat," that is, one player would toss the ball to the catcher behind the batsman, and when the latter was put out, the catcher would go in to bat, and the pitcher go behind to catch, the first baseman going in to pitch, and each player moving up nearer in his turn. But "One Old Cat" was simply a mere practice game, preliminary to beginning the regular Base Ball match.

*"Play Ball."*—This is now one of the most familiar terms of the whole code of technical terms used in the game. It simply means that the players at once throw aside mere "playing ball for the fun of it," and devote themselves to earnest work in the game.

*Substitutes.*—"Many years ago," when the game "was young and charming," substitute players were used in the game, when members of the nine were unable to be punctual in attendance on match days. But when professional

Base Ball came into vogue, this loose way of playing the game was done away with, and now a substitute player is only allowed to take part in a game under fixed rules.

*A Whitewash.*—This is another term applied to the retirement of a nine in a game without their scoring a run. The term "Chicagoed" is also used for the same cause. The latter term arose from the fact of the Chicago team retiring the New York Mutuals in the early seventies by a score of 9 to 0, the first time it was ever done, since which the term "Chicagoed" has been used.



HENRY CHADWICK,  
"The Father of Base Ball."

From a photograph taken in his eightieth year, 1903, by Frank Pearsall, Brooklyn, N. Y.

# **READY REFERENCE INDEX**

## **To the Official Playing Rules as Published in Spalding's Official Base Ball Guide**

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### **The Ball Ground— How to Lay it Out**

See Official Rules, Nos. 1 to 13, inclusive, in Spalding's Official Base Ball Guide.

### **The Players' Benches**

See Rule 21 in Spalding's Official Base Ball Guide.

### **Field Rules**

See Rules 75-77 in Spalding's Official Base Ball Guide

### **The Official Ball**

See Rule 14 in Spalding's Official Base Ball Guide.

### **The Regulation Bat**

See Rule 15 in Spalding's Official Base Ball Guide.

### **Regulation Gloves and Mitts**

See Rule 20 in Spalding's Official Base Ball Guide.

### **Players' Uniform**

See Rules 18-19 in Spalding's Official Base Ball Guide.

## **Number and Positions of Players**

See Rules 16-17 in Spalding's Official Base Ball Guide.

## **Substitute Players**

See Rule 28 in Spalding's Official Base Ball Guide.

## **Choice of Innings and Fitness of Field for Play**

See Rule 29 in Spalding's Official Base Ball Guide.

## **General Definitions**

See Rules 78-83 in Spalding's Official Base Ball Guide.

## **A Regulation Game**

See Rules 22-27 in Spalding's Official Base Ball Guide.

## **Pitching Rules**

See Rules 30-37 in Spalding's Official Base Ball Guide.

## **Batting Rules**

See Rules 38-51 in Spalding's Official Base Ball Guide.

## **Base Running Rules**

See Rules 52-59 in Spalding's Official Base Ball Guide.

## **Umpire's Duties**

See Rules 60-74 in Spalding's Official Base Ball Guide

## **Scoring Rules**

See Rules 84-86 in Spalding's Official Base Ball Guide.

## **SPALDING'S SIMPLIFIED BASE BALL RULES**

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The following simplified Base Ball Rules were prepared by Mr. A. G. Spalding of New York and London, the recognized authority on the game, and are based on the Official Playing Rules as published in Spalding's Official Base Ball Guide, and contain all essential features for the playing of the game. These Simplified Rules are intended especially for the amateur player and spectator, who may not have the time and inclination to study out all the technical points of the complete Code of Playing Rules, which, of course, are necessary for the professional expert. The game is divided into the important departments, under appropriate headings, with a special notation referring to the particular Official Rules in the Spalding Guide bearing upon that particular department for ready reference.

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### **The Ball Ground— How to Lay it Out**

Base ball is played on a level field, upon which is outlined a square, which is known as the *infield* or "diamond." The term "diamond" is also frequently used to apply to the entire field. The infield is outlined by bases, placed at right angles to each other, on each corner, beginning from the home plate. The intervals between bases must be ninety feet.

The territory outside the diamond infield is known as the *outfield*. All that portion of the field outside the base lines—which extend from home plate to first base and from home plate to third base—and all territory behind the home plate, as well as

all territory outside of a straight line reaching from the outside corner of third and first bases indefinitely to the outfield, is foul ground.

Sometimes it is impossible for lads who desire to play base ball to obtain a field sufficiently large for a regulation diamond, but in such cases they should always try to lay the bases out at equal distances from each other, in order that the correct theory of the game and its symmetry may be preserved. Players of younger years may find that a smaller diamond adds more enjoyment to their game since they are better able to cover the ground in a smaller area and do not become so fatigued by running the bases when placed at their furthest distances.

The bases, except home plate, are best constructed of canvas filled with saw dust. Home plate should be made of whitened rubber. The pitcher's position on a regulation size diamond is located sixty and five-tenths feet from home plate and on a straight line extending from home plate toward second base. It, too, should be made of whitened rubber the shape of a parallelogram twenty-four inches long by six inches wide with the longer sides of the parallelogram at right angles to home plate.

On a smaller field the pitcher's plate should occupy a position at the same relative distance from home plate. If it is impossible to obtain canvas bags and rubber plates for the bases, other substances will do, but the materials mentioned are much more preferable.

(For detailed description, see Rules Nos. 1 to 13, inclusive, of Spalding's Official Base Ball Guide.)

## **Players' Benches**

All ball grounds should be provided with two players' benches, back of and on each side of the home plate, and not less than 25 feet outside of the coaches' lines. Each team should occupy one of these benches exclusively, and their bats and accoutrements should be kept near their bench.

(See Rule 21 of Spalding's Official Base Ball Guide.)

**Field Rules**

No person shall be allowed on any part of the playing field except the players in uniform, the manager of each side, the umpire and officers of the law. No manager, captain or player shall address the spectators.

(See Rules 75-77 of Spalding's Official Base Ball Guide.)

**The Ball**

The Spalding Official League Ball is used in regulation games, but for players fifteen years old or younger, the Spalding Official Boys' League Ball, made same as the National League Ball, only slightly smaller in size, should be used, for it better fits the boy's hand and prevents straining the arm in throwing.

(See Rule 14 of Spalding's Official Base Ball Guide.)

**The Regulation Bat**

The Bat must always be round and not to exceed  $2\frac{3}{4}$  inches in diameter at the thickest part. Spalding Trade Marked Bats are made to suit all ages and physiques, and are strictly in accordance with official regulations.

(See Rule 15 of Spalding's Official Base Ball Guide.)

**Regulation Gloves  
and Mitts**

The catcher or first baseman may wear a glove or mitt of any size, shape or weight. Every other player is restricted to the use of a glove or mitt weighing not over 10 ounces and measuring not over 14 inches around the palm. Spalding's Trade Marked Gloves and Mitts are regulation weight and size and are used by all the champion players.

(See Rule 20 of Spalding's Official Base Ball Guide.)

**Players' Uniform**

Games played by players not clad in a regular uniform are called "Scrub" games, and are not recorded as "Match" games. Every club should adopt a regular uniform, not only to enable the players to properly play the game, but to distinguish one team from the other.

(See Rule 19 of Spalding's Official Base Ball Guide.)

## **Number and Positions of Players**

Two teams make up each contest, with nine players on each side. The fielders are known as the Pitcher, the Catcher, the First Baseman, the Second Baseman, the Third Baseman, the Shortstop, the Left Fielder, the Center Fielder and the Right Fielder. None of these is required to occupy an exact position, except the pitcher, who must be within the "Pitcher's Box" when pitching the ball to the batter, and the catcher, who must be within the "Catcher's Space" behind the batter.

(See Rules 16, 17 and 18 of Spalding's Official Base Ball Guide.)

## **Substitute Players**

A sufficient number of substitutes in uniform should always be

on the field ready to take the place of any disabled player.

(See Rule 28 of Spalding's Official Base Ball Guide.)

## **Choice of Innings—Fitness of Field for Play**

The home club shall have the choice of innings and shall decide on the fitness of the ground for beginning the game.

(See Rule 29 of Spalding's Official Base Ball Guide.)

## **General Definitions**

Defines the meaning of the technical terms, "Play," "Time," "Game," "An Inning," "A Time at Bat," and "Legal or Legally."

(See Rules 78-83 of Spalding's Official Base Ball Guide.)

## **A Regulation Game**

The game begins with the fielders of one team in position and the first batter of the opposing team in his "box" at home plate. If it is not possible to outline a box it should be remembered that the batter is never allowed to step over the plate to strike at the ball, and that he must not run forward to exceed three feet to strike at it. The umpire may take his position at his option, either behind the catcher or the pitcher. He judges all balls and

strikes, decides all outs, decides whether the ball is batted foul or fair, decides as to the legality of the pitcher's delivery, and, in fact, has complete control of the game. His decisions must never be questioned, except by the captain of either team, and only then in the event that there is a dispute as to the correct interpretation of the rules.

The team at bat is allowed two coaches on the field, one opposite third base and one opposite first base, but they must never approach either base to a distance closer than five feet, and must not coach when there are no runners on the bases.

Whenever a player is substituted on a nine, he must always bat in the order of the man whose position he is called upon to fill. A player may be substituted at any time, but the player whose place he takes is no longer eligible to take part in the contest.

A game is won when the side first at bat scores fewer runs in nine innings than the side second at bat. This rule applies to games of fewer innings. Thus, whenever the side second at bat has scored more runs in half an inning less than the side first at bat, it shall be declared the winner, provided the side first at bat has completed five full innings at bat. A game is also won if the side last at bat scores the winning run before the third man is out.

In case of a tie game play continues, until at the end of even innings, one side has scored more runs than the other; provided, that if the side last at bat scores the winning run before the third man is out, the game shall terminate.

(See Rules 22-27 of Spalding's Official Base Ball Guide.)

## Pitching Rules

When the pitcher delivers the ball he must face the batter and have one of his feet in contact with the pitcher's plate.

Whenever the ball, after being pitched, goes over any portion of the home plate, between the batter's knee or shoulder, it must be called a strike whether the batter strikes at it or not.

If the pitcher fails to deliver the ball over any portion of the plate, or if he delivers it over the plate above the shoulder or be-

low the knee, it is called a ball if the batter declines to strike at it.

At the beginning of each inning the pitcher is allowed to throw five balls either to the catcher or an infielder for practice.

If the pitcher makes a motion to deliver the ball to the bat and fails to do so, or feints to throw to first base when occupied by a runner, and fails to complete the throw, the umpire must call a balk.

A balk is also declared when the pitcher makes a motion to throw to any base without stepping directly toward that base; when either foot of the pitcher is behind the pitcher's plate when he delivers the ball; when he fails to face the batsman in delivering the ball; when either foot is not in contact with the pitcher's plate when delivering the ball; when he purposely delays the game by holding the ball; when he makes any motion to pitch while standing in his position and does not have the ball in his possession; when he makes any motion with any part of his body corresponding to his customary style in pitching and fails to deliver the ball; when he delivers the ball to the catcher when the latter is outside of the catcher's box.

When a pitched ball hits the batsman, or the umpire before the catcher touches it, the umpire must declare it a dead ball and no base runner can advance.

If a foul strike, a foul hit not caught, dead ball or a fair hit ball touch a base runner, the ball is not in play again until it is held by the pitcher standing in his position.

A block ball is a batted or thrown ball that is touched by a person not engaged in the game. The umpire must so announce it and runners may advance until the ball is returned to the pitcher in his position. After that they continue to advance at their own peril. If the blocked ball be held by a spectator or be kicked away from a fielder by a spectator, the umpire may call, "Time," and hold the runners at the bases where they were when he called, "Time."

## Batting Rules

Each captain is privileged to look at the batting order of his opponent, and both batting orders must be furnished the umpire.

After the first inning the first batter in each inning is the player succeeding the man who completed his time at bat in the inning before.

A fielder always has the right of way over a batter to catch or handle the ball.

Any legally batted ball that settles on fair ground between home and first, or home and third base, or that bounds on fair ground to the outfield past first base or third base, or that falls on fair ground beyond first base or third base, or that touches the person of a player or the umpire on fair ground is a fair hit. A ground hit that first strikes fair territory and rolls out of the foul line between home and first or home and third is a foul hit. Any legally batted ball that settles on foul ground is a foul hit, except that a ground hit rolling from foul to fair territory between home and first or home or third and remains there is a fair hit.

A foul tip is the continuation of a strike which has just been touched by the bat and shoots directly to the catcher's hands.

A bunt hit is a legally batted ball tapped slowly to the infield which remains on fair ground. If a bunt rolls foul it must be called a strike, whether the first, second or third strike.

Any hit going outside the ground is fair or foul, as the umpire judges its flight at the point at which it passes beyond the limitations of the enclosure. Any hit going outside the ground beyond a distance of 235 feet entitles the batter to a home run.

If the batsman strikes at a pitched ball and misses it, the umpire must call a strike. If a ball passes over the plate at the proper height the umpire must call a strike whether or not the batsman strikes at it. A foul tip, caught by the catcher, is always a strike. A foul hit, whether a fly or a ball bounding to any part of foul ground, is a strike unless the batter has two strikes. After two strikes the batter may foul the ball without penalty unless he be caught out on a foul fly.

All bunts rolling foul are strikes. If the batsman strikes at the ball and misses it, but the ball hits him, it is a strike. If the batsman hits the ball with either of his feet out of the batter's box, it is a foul strike and he is out.

If a batsman bats out of turn, and it is discovered before the ball has been delivered to the succeeding batsman, the man, who should have batted, is out, and no runs can be scored or bases be run on the play made by the wrong batter. If while the wrong batsman is at bat, the mistake is discovered, the proper batsman may take his place, but he must be charged with the balls and strikes that have been recorded against the wrong batsman. In a case of this kind the batters continue to follow in their regular order.

If a batsman be declared out because of a wrong man batting for him, and it be the third out, the player first at bat in the next inning shall be the one who would have been at bat had the players in the preceding inning been put out by ordinary play.

The batsman can be called out if he fails to take his place within one minute after the umpire has called for him.

A foul fly caught by a fielder retires the batsman, providing the fielder does not use his cap, his protector, or any illegal contrivance to hold the ball. If the ball should lodge in the catcher's protector by accident, and he should secure the ball before it falls to the ground, it has been ruled that this is a fair catch.

Whenever the batter attempts to hinder the catcher from fielding or throwing the ball, he is out.

If there is a man on first base, unless two are out, the batter is out when three strikes are called, whether the catcher holds the ball or not.

The batsman is out on the third strike if the ball hits him and base runners must not advance.

Before two men are out, if the batsman pops up a fly to the

infield, with first and second, or first, second and third bases occupied, the batsman is out if the umpire announces it an infield hit, and the umpire must make an instantaneous decision in order that a double play may be prevented and the base runners may be protected.

After the batsman makes a fair hit on which he is not put out, he must touch first, second and third base and the home plate in regular succession to score a run.

No base runner can score ahead of the men who precedes him in the batting order if that player is also a base runner.

The batsman must run to first base immediately after four balls have been called, as well as after a fair hit has been made.

If the batsman is hit by a pitched ball, and the umpire is satisfied that the batsman did not purposely get in the way of the ball, he is entitled to go to first base without being put out.

Should the catcher interfere with the batsman in striking at the ball, the batsman is entitled to first base without being put out.

The batsman who hits a fair ball that strikes the person or clothing of a base runner is entitled to first base.

After the third strike is called and missed by the catcher, if the batsman interferes with him he is out.

Any fly ball legally hit by the batsman and legally caught on fair or foul ground is out.

Three strikes are out if the catcher holds the ball. In case he drops it, but picks it up, and touches the batsman, or picks it up, and throws to first base ahead of the batsman, the latter is out.

Should the batsman make a fair hit and in the last half of the distance between home plate and first base run more than three feet outside of the line he is out, except that he may go out of the line to avoid interfering with a fielder trying to handle the ball as batted. This rule is construed rather liberally owing to the great speed with which runners go to first base.

(See Rules 38-51 of Spalding's Official Base Ball Guide.)

## Base Running Rules

Whenever the umpire sends the batsman to first base on balls, or being hit by a pitched ball, or being interfered with by the catcher, all runners on bases immediately ahead of him may advance a base without being put out.

Runners on the bases may take the next base without being put out whenever the umpire calls a balk.

A pitched ball, that passes the catcher and strikes the umpire, or any fence, or building, within ninety feet of the home plate, entitles each runner to advance a base.

If a fielder obstructs a base runner, the runner may go to the next base unless the fielder has the ball in hand to touch him out.

A base runner may advance a base whenever the fielder stops or catches the ball with his cap, glove or any part of his uniform, detached from its proper place on his person.

The base runner shall return to his base, without being put out, on a foul tip, or foul fly not legally caught by a fielder and on a hit bounding foul. On a foul strike the runner must return to his base. On a dead ball the runner must return. If it be the fourth ball and a runner be on first, he is bound to advance. If there are runners ahead of him, on second or third, they, too, must advance in regular order.

If by accident the umpire interferes with the catcher's throw or a thrown ball hit the umpire, the runner must return to his base and cannot be put out. If a pitched ball is struck at and missed by the batsman, but the ball hits the batsman, the runner returns to his base and cannot be put out. In any of the above cases the runner is not required to touch any intervening bases to reach the base to which he is legally entitled.

Whenever the runner is on the way from first to second, second to third, or third to home plate, or reverse order, he must keep within three feet of a direct line between bases. If he runs out of line to avoid being touched by a fielder he is out. However if a fielder is on the line trying to field a batted ball, the runner

may run behind him to avoid interference, and shall not be put out.

Interference with a fielder attempting to field a batted ball retires the runner, unless two fielders are after the same hit, and the runner collides with the one whom the umpire believes to have had the lesser opportunity to get the ball.

The runner is always out at any time that he may be touched by the ball in the hands of a fielder, unless the runner is on the base to which he is legally entitled. The ball, however, must be held by the fielder after he has touched the runner. If the runner deliberately knocks the ball out of the fielder's hands, he shall be declared out if not on base.

If the runner fails to get back to base after a foul or fair fly is caught, before the ball is fielded to that base and legally held, or the runner be touched before he can get back to base by a fielder with the ball in his hands, the runner is out, except that if the ball be thrown to the pitcher, and he delivers it to the batter, this penalty does not apply. If a base should be torn from its fastenings, when the runner strikes it he cannot be put out.

If a runner is on first, or runners are on first and second, or first, second and third, and the ball shall be legally batted to fair ground, all runners are forced to run, except in the case of an infield fly, previously referred to, or a long fly to the outfield, and may be put out at any succeeding base if the ball is fielded there and properly held, or the runners may be touched out between bases in the proper manner. After a foul fly is caught or a long fly to the outfield is caught base runners have the privilege of trying for the next base.

A base runner hit by a legally batted ball in fair territory is out. The batsman, however, must run to first base, but may be put out if it is possible to do so. A runner on first base, who is forced by the batsman, may leave the base, but shall be allowed to return, if not forced out at second, and the batsman be fielded out at first. No run can be scored when a base runner is hit by

a batted ball nor can a runner advance from second to third or first to second.

A runner who fails to touch a base in regular or reverse order, when a fair play is being made, is out if the ball be properly held by a fielder on the base that should have been touched, or the runner be touched out between bases by the ball legally held by a fielder.

A runner is out if after "Play" has been called by the umpire he fails to return to the base that he occupied when "Time" was temporarily called, providing always that the ball in the meantime has not been delivered by the pitcher to the batter.

When the batter runs to first base, he may overrun the base if he turns to the right after passing it. If he turns to the left he renders himself liable to be touched out before he gets back to the base.

If before two are out, and third base is occupied, the coacher at third base shall attempt to fool the fielder by pretending to run home, thereby drawing a throw to home plate, the runner on third base shall be declared out.

If one or more members of the team at bat gather around a base for which a runner is trying, thereby confusing the fielding side, the runner trying for the base shall be declared out.

If a runner touch home plate before a runner preceding him in the batting order, if there be such a runner, the latter shall lose his right to third base.

The coachers must confine themselves to legitimate directions of the base runners only, and there must never be more than two coachers on the field, one near first base and the other near third base.

One run shall be scored every time a player has made the legal circuit of the bases before three men are out, provided that a runner who reaches home, on or during a play in which the third man is forced out, or is put out before reaching first base, shall not be entitled to score.

Any special ground rules shall be understood by both team

captains and the umpire. The captain of the home club establishes the ground rules.

A player who makes a legal hit to fair territory is entitled to as many bases as he can advance without being put out. If a fielder is unable to get the ball until the batter has completed the circuit of the bases it is called a home run providing no fielder makes a misplay in handling the ball. The same rule applies to the making of a three-base hit, a two-base hit, or a one-base hit—better known as a single.

(See Rules 52-59 of Spalding's Official Base Ball Guide.)

## **Umpire's Duties**

The umpire has the privilege to call a draw game, whenever storm interferes, if the score is equal on the last even inning played. However, if the side second at bat is at bat when a storm breaks, and the game is terminated, and this side has scored the same number of runs as the other side, the umpire can call the game drawn without regard to the score of the last equal inning. Under like conditions, if the side second at bat has scored more runs than the side first at bat, it shall be declared the winner, all runs for both sides being counted.

A game can be forfeited by the umpire if a team refuses to take the field within five minutes after he has called "Play"; if one side refuses to play after the game has begun; if, after the umpire has suspended play, one side refuses to play after he has again called "Play"; if one side tries to delay the game; if the rules are violated after warning by the umpire; if there are not nine players on a team after one has been removed by the umpire. The umpire has the right to remove players for kicking at decisions or for behaving in an ungentlemanly manner.

Only by the consent of the captain of an opposing team may a base runner have a batter of his own side run for him.

The choice of innings is given to the captain of the home club. If two clubs happen to be playing from the same city the choice of innings may be determined by tossing a coin.

Play may be suspended by the umpire because of rain and if rain falls continuously for thirty minutes the umpire may terminate the game. The umpire may call "Time" for any valid reason, but not until the pitcher is in his position with the ball in his hand. In case of serious accident this provision is usually waived, the ball being fielded as quickly as possible to some point to hold the runners.

(See Rules 60-74 of Spalding's Official Base Ball Guide.)

**Scoring Rules**      Each side may have its own scorer, and in case of disagreement, the umpire shall decide, or the captains of each side may agree upon one scorer for the match.

(See Rules 84-86 of Spalding's Official Base Ball Guide.)

## HOW TO SCORE

BY HENRY CHADWICK

To score a game of Base Ball is a very easy matter indeed, if the object in view is simply to ascertain which of the contesting sides wins; but to score a game for the purpose of making up a complete analysis of each player's work at the bat and in the field, is quite a different matter. For the former purpose the record of the outs and runs, and the runs made in each innings, amply suffices; but for the latter object a full record of all the chances offered and accepted for making runs and putting players out, and of all the base hits made, and of how batsmen and base runners reach bases and score runs, together with all the errors committed by the batsmen and fielders are necessary. To score these latter particulars with as much brevity, rapidity and accuracy in detail as possible, constitutes efficient scoring. How to score properly is what we shall endeavor to show the reader of this chapter on scoring.

To take down in writing every play made in a game necessitates the use of a system of shorthand, which, of course, differs from the work of the phonographist to the extent that sound differs from movements. Over fifty years ago we prepared a system of shorthand for the movements of contestants in a Base Ball match, which system is now familiar to every scorer in the country. The abbreviations of this system were prepared on the *mnemonics* plan of connecting the abbreviated words in some way or other with the movement to be described, so as to allow the memory to be aided by what was already familiar to it, without trusting alone to an arbitrary remembrance of each distinct sign. We began with the first three letters of the alphabet to indicate the first three bases; then we adopted the first or last letter of the word to be recorded, so as to make it familiar, thus using F for the word "fly," and

L for the word "foul," H for "home base," R O for "run-out," K for "struck out," as it was the prominent letter of the word strike, as far as remembering the word was concerned. This was the principle of the system, and it was carried out in further abbreviations.

Below will be found our regular method of scoring which was indorsed by the National Association of 1860, and practised by the best scorers in the country.

#### TO SCORE THE BATTING.

When the players take their positions in the field, and the game commences, all the scorer has to do to record the particulars of the batting, is the moment a run is secured, to put down a dot (•) in the corner of the square opposite the name of the batsman making the run; and when an out is made all he has to do is to mark down the figure 1 for the first out, 2 for the second out, and 3 for the third. By way of checking the score he can also record each run at the end of the score of each batsman, so that the batsman's total score at the end of each innings can be seen at a glance.

When the innings terminate, add up the total dots or runs recorded, and mark the figure underneath the column of the innings, and underneath this figure record the grand total at the close of each innings. Thus suppose 3 runs are scored in the first innings, and 2 in the second, and 3 in the third, under the total figure of the second innings you mark down 5, and under the total figure of the third innings you mark down the figure 8; by this means you can tell at a glance what the total score of a player or of an innings is at any time during the game. The above rule is simply the method of scoring the runs and outs made, without the particulars of the fielding or any record of bases made on hits.

One special feature of this Spalding copyright method of ours in scoring in Base Ball is *the numbering of the players of each respective team in their regular batting order*, thereby plainly

designating each of the nine players in the field by his number in the batting order. By this means a fielder's number from 1 to 9 can readily be known as the one who made an assist or a put-out, or who commits a fielding error, no matter what change of position in the field is made. This change of position cannot possibly be made with the facility of designating the particular fielder by recording his number by that of his position as it can be by recording the figure of the order of batting, as his position in the field is frequently changed, while that of his batting order is never changed during the game, except when a new player is added to the team, in which case he becomes No. 10.

For instance, the college club rule of figures for the players is that of No. 1, for the pitcher; No. 2, for the catcher, and so on from first, second and third basemen to shortstop, left fielder, center fielder and right fielder, while the professional figures are used according to the order of batting.

When the two nines have been chosen and are present, the scorer records their names in the book as follows: On the left-hand page he places the names of one nine under the head of "batsman" and of the other nine under the head of "fielders," the batter being marked by figures 1 to 9 in accordance with their batting order. This order is reversed on the right-hand page, the fielders becoming the batsmen and the batsmen the fielders. This being done, he then records the date of the match and name of the grounds it is played on, this being recorded over the heading of the "innings." When the umpire is selected, and the players are ready to begin the game, the moment the umpire calls "play" the scorer records the time the call was made over the heading of the "batsmen," who begin the game, and the names of this side are the first to be put down when the score is made at the close of the game. The moment the batsman hits a ball and is put out, the scorer records the out by simply writing the figure 1 in the square of the first innings, opposite the batsman's name.

In scoring a game in an ordinary score-book, each fielder is

numbered from one to nine, and in recording by whom players are put out, these figures are used to indicate the name of the fielder. Thus, if the first-named player on the list is the catcher, the first catch he makes behind on a foul fly is recorded 1 L-F, viz., put out by 1 on a foul (L), fly (F). The whole record of a game by this system is done simply by dots, figures and letters. Dots for runs, figures for the outs, players' names and bases players are left on, together with the total scores, and letters as abbreviations of the words used to indicate the manner in which a player is put out. In writing down the positions of the fielders, all that is requisite is to use the initial letter for each position, thus C for catcher, P for pitcher, etc. In recording the center field, however, we use M instead of C, recording it as "middle field," as C is for catcher.

Suppose the fielders in their places and the batsman in his, and the scorers ready to record the game. "Play" is called, and the time of beginning the game at once recorded. The striker then hits a ball, which is caught on the fly by the left fielder, who is the seventh striker, we will say, on the other side. On the square of the first innings opposite the striker you first write down the figure 1, indicating the first hand out, and above it write the figure 7 and the letter F, and your record will then appear thus:

.....	:	7-F	:	.....
	:	I	:	.....
.....	:		:	.....

the 7 representing the name of the fielder, and the letter F the initial of the word fly, showing by whom and in what manner the player was put out.

A (•) is used to score a run; while small figures—1st, 2d and 3d—are used to indicate left on bases. A, B, C, represent the first three bases, and all the other abbreviations are either the first or last letters of the words abbreviated. Thus, we give the first letters of fly, tip, run-out, and home run, and the last letters of foul, and struck, as we have already used F for fly; and the letter K, in struck, is easier to remember in connection with the word than S,

## SINGLE-LETTER ABBREVIATIONS.

The single-letter abbreviations we use are as follows:

- A—For First Base.
- B—For Second Base.
- C—For Third Base.
- H—For Home Plate.

These indicate the several bases only, the following being otherwise used:

- F—For Catch of Fly Ball.
- K—For Struck Out.
- L—For Foul Balls.
- M—For Middle Field position, viz., Center Field.
- P—For Passed Balls.
- S—For "Sacrifice Hits."

## DOUBLE-LETTER ABBREVIATIONS.

The double-letter abbreviations are as follows:

- AB—For At Bat.
- BB—For Bases on Balls.
- FC—For Fielder's Choice.
- LF—For Foul Fly Catch.
- HR—For Home Run.
- RO—For Run Out.
- LK—For Foul Strike.
- TF—For Tip Fly Ball.

## BATTING SIGNS.

Abbreviations used in batting differ from the letter signs, as will be seen below.

In indicating base hits we employed a cross  $\dagger$  for one-base hit, a double cross  $\ddagger$  for a two-base hit, and a triple cross  $\ddot{\ddagger}$  for a three-base hit, and to show where the ball was hit, we added a dot to the cross so as to indicate the part of the field the ball was sent to. Thus a hit to left field for one base is marked thus  $\dot{\dagger}$ ; a hit to right field for two bases, thus  $\dot{\ddagger}$ ; a hit to center field for three bases thus,  $\dot{\ddot{\ddagger}}$ . A ground ball to either position yielding two bases  $\ddot{\ddagger} \ddot{\ddagger} \ddot{\ddagger}$ .

## FIELDING SIGNS.

The signs we use for Fielding movements are as given below:

A high-thrown wide ball is indicated thus,  $\text{—}\cdot$ , the line being for the throw and the dot above for the high ball. The low-thrown wide ball is similarly indicated, only the ball is placed *under* the line, thus  $\text{—}\cdot$ .

A half circle shows a wild-pitched ball, thus  $\text{~}\text{—}$ . A dropped fly ball with a dot in the center, thus  $\odot$ . A double play by the following sign,  $\text{}}\cdot$ . A batsman hit by a pitched ball by the word "hit." A muffed ball by  $(\text{M})$ .

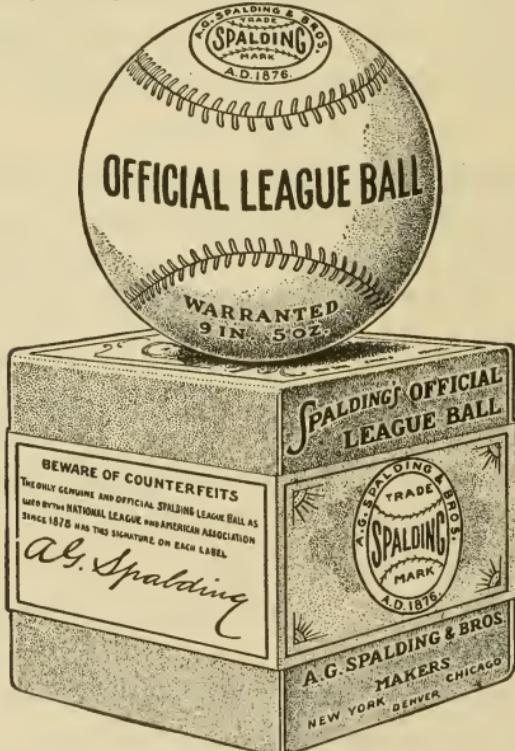
The base-running signs are as follows: *St* for stolen base, *1st*, *2d* and *3d* for left on bases, the figures showing what bases the runners were left on.

It will be seen at a glance that the mnemonic system is frequently used in the makeup of the abbreviations; that is, the use of signs one is familiar with in the place of mere arbitrary signs.

## WHAT A BASE BALL PLAYER NEEDS



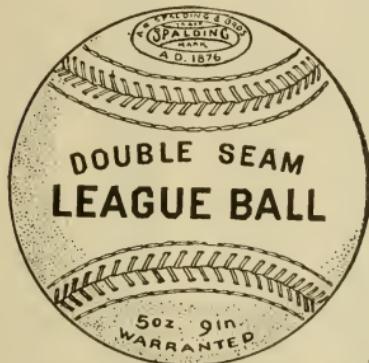
A Base Ball player needs an outfit that plays with him, not against him, and we have got to reckon in the outfit as the most important articles the Balls. Bats, Mitts and Gloves that the player uses. After that we have got to consider the uniforms and then the articles making up the equipment of the grounds.



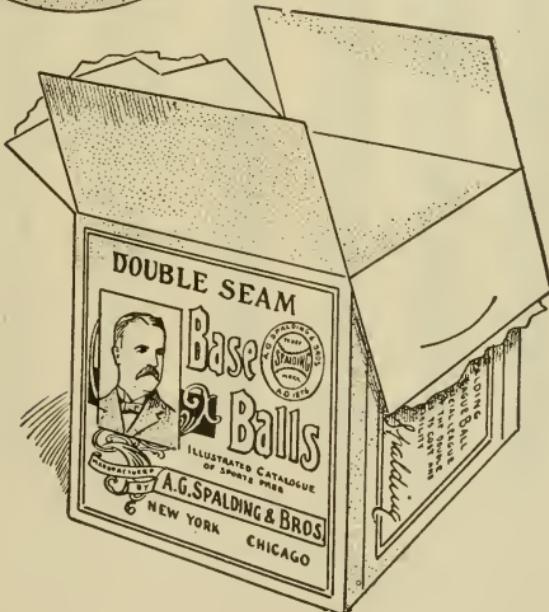
For over thirty years A. G. Spalding & Bros. have been studying to please the athlete, to give him just what is right and what is most suitable for the sport that he is interested in. This applies not only to Base Ball goods but also to the general line of athletic equipment.

## SPALDING'S OFFICIAL BASE BALL GUIDE.

Taking up the first requisite of the Base Ball player—the ball—The Spalding Official League Ball has been used exclusively by the National League, Minor Leagues, and by all Intercollegiate and other associations for over a quarter of a century, and is beyond all question the most perfect Base Ball that has ever been produced. It is put out with an absolute guarantee to last through one continual match game without losing its shape. The price of the Spalding Official League Base Ball is \$1.25 each and it is carried in stock and sold by dealers throughout the country, a total of over 30,000 who handle the Spalding line of athletic goods.



A ball that calls for the consideration of clubs that want a ball that is regulation in every way, but somewhat more durable than the regular Official League Ball, is the Spalding Double Seam No. 0, the price of which is \$1.50 each. This ball is made with the same care and of the same material as the Official League Ball, and the double stitch renders it doubly secure against tipping.



For boys' teams, playing games that are to be recognized as official, the Spalding No. 1B ball should be used. The price of this ball is 75 cents. This is made with horsehide cover and in every

## SPALDING'S OFFICIAL BASE BALL GUIDE.

respect is the same as the Official League Ball except that it is slightly smaller in size.

To satisfy the demand for a high grade ball as good as any so-called "League" balls made in imitation of the Spalding Official League Ball, the No. X Varsity League Ball has been put out by Spalding, and the price of this ball is \$1.00 each. A new full size ball has been added to the Spalding line this season; this is the Spalding No. 1A Amateur League, made with the horsehide cover and of excellent material throughout; price 75 cents. Other large size balls in the Spalding line are the No. 2, Professional, 50 cents; No. 5, King of the Diamond, 25 cents; No. 7, Boys' Favorite, 20 cents; No. 8, 10 cents. The other special balls included in the Spalding line for boys' use and slightly smaller than regulation size are No. XB, Interscholastic League, 50 cents; No. 10, High Flyer, 25 cents; No. 7B, League Junior, 25 cents; No. 14, Boys' Amateur, 15 cents; No. 9B, Boys' Lively, 10 cents; No. 13, Rocket, 5 cents. All of these Base Balls are well made. The quality of material throughout is excellent and the sewing and other details of manufacture are all attended to in our own factory under the direct supervision of expert Base Ball players through whose hands every ball passes before it is put out for use.

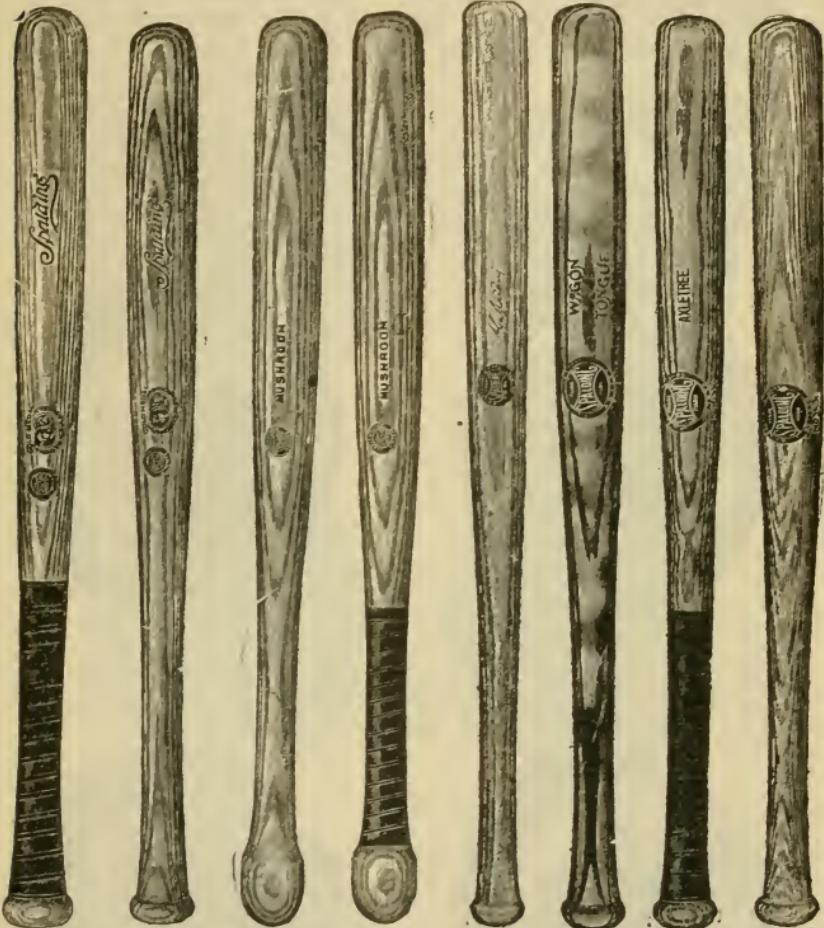
A Base Ball Bat in these days has got to be something more than a stick of wood whittled out by the boy himself, or a convenient broom handle sawed off to the proper length. A Spalding Base Ball Bat means a scientific article of Base Ball play; something that has had the consideration of men who know just what is required by a Base Ball player and who have had at their disposal the unequalled facilities of our manufacturing establishment to produce a bat that is just right. The demand for Base Ball bats has been so great at times as to tax to the utmost the facilities of the Spalding factory, but that has never led us to take from our drying sheds, timber not sufficiently seasoned. We have made certain in every case before a stick of timber was taken out of the drying shed that it had been properly seasoned so as to give the necessary driving power required in a Base Ball Bat that is to be just right, and then after the stick of timber has been turned over to the batmaker, who is to turn it out, it needs his practiced eye and the knowledge that he has gotten during all the years that he has been supervising the manufacture of Spalding bats to tell him just what model that particular bat should be made, to utilize to the fullest extent the good points inherent in the superb timber to which so much expense and trouble has already been attached.

You may turn a piece of timber that is just right over to a man who does not know what is required in a Base Ball Bat, and although you show him the model of what you need, it does not follow that he will give you a bat that will be satisfactory. It needs a certain special knowledge to turn out a bat that is properly balanced, with the weight just in the right place, the grip just the right shape and the length proper, and it is this special knowledge which these batmakers have acquired through their long connection with A. G. Spalding & Bros., in turning out the superb line of Base Ball Bats which are manufactured at the Spalding bat factory.

The Spalding Gold Medal Bats, in men's size, are made in three different styles, No. GM, plain, white wax finish; No. GMT, taped bat; No. GMP, professional, special dark finish. These three bats all sell at the same price, \$1.00 each, and in the same quality is made a boy's size bat, No. GMB, the price of which is 50 cents each. The special second growth ash that goes in the Gold Medal line of bats is the choice selection of the best ash timber that can be bought anywhere at any price. The same grade of timber is used in the Spalding Mushroom Bats, of which two different styles are made, No. M, plain, special finish, and No. MT, with taped handle. The price of both of these Mushroom Bats is \$1.00 each. The knob arrangement at the end of the Spalding Mushroom Bats gives a more even distribution of weight over the whole length than is possible under the old construction, and for certain kinds of play the bat is practically invaluable. Mr. Charles A. Comiskey, President of the

## SPALDING'S OFFICIAL BASE BALL GUIDE.

Chicago American League Club, Champions of the World, says: "The Spalding Mushroom Bat receives my hearty endorsement. My experience as a ball player enables me to thoroughly appreciate its good qualities." And the following players on the Chicago National League Club, champions of the National League in 1906, F. L. Chance, John Evers, Joe Tinker, James F. Slagle and J. Kling, say: "In all our experience as Base Ball players we have not found a bat more



GOLD MEDAL BATS. MUSHROOM

TRADE MARK BATS.

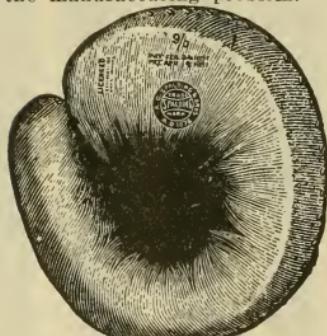
satisfactory than the Spalding Mushroom Bat." The opinion of John J. McGraw, Manager of the New York Base Ball Club, of this bat is as follows: "For a long time I have been trying to find a bat that would balance when 'choking.' Not until I used the Spalding Mushroom Bat have I found a bat that was up to my idea. This bat is used exclusively by the New York players." And William Gleason, of the Philadelphia National League Club, says: "I have played professional Base Ball for the last 15 years and have tried

## SPALDING'S OFFICIAL BASE BALL GUIDE.

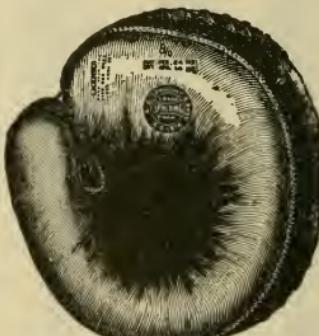
all kinds of bats, but no bat has given me such good service as the Spalding Mushroom Bat. Quality and balance are perfect."

The balance of the Spalding line of Base Ball Bats includes the "A. G. Spalding Autograph" Bat, 75 cents each; the No. 3-O, Wagon Tongue, full size bat, 50 cents; the No. 0X, Axletree, with tape-wound handle, 35 cents; the No. 2X, full size bat, 25 cents; also the following boys' size bats: No. 3X, Junior League, 25 cents; No. 2XB, antique finish, 10 cents.

How much a Base Ball catcher owes to a properly made mitt no one but he can tell. Spalding knows, however, how to make a mitt so as to give the greatest aid to the catcher. They have studied this point for years. They are continually experimenting and they claim that the result of their study and experimenting is shown in what they consider the Spalding perfect line of Base Ball Mitts for catchers, basemen and fielders. They spend a great amount yearly in investigating improved tanning processes, and at their factory maintain an expensive department devoted wholly to the one object of improving the construction of their goods. In every one of the Spalding mitts the best material obtainable is used. This not only applies to the leather but also to the padding, the thread in the stitching, the leather lacing thongs, and every other small detail in the manufacturing problem.

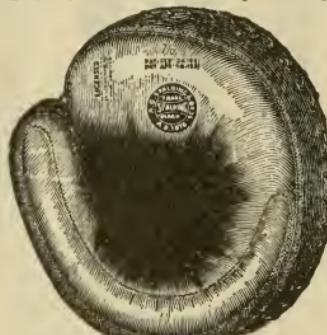


No. 9-O

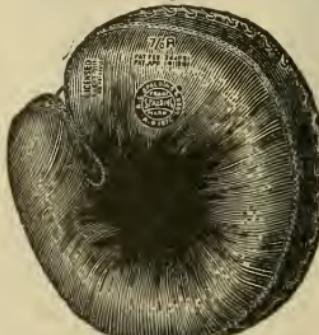


No. 8-O

This is the second season for the No. 9-O Spalding Mitt. This style, with its patent molded face, proved a revelation to old time players when put out last season and took like wildfire. For the face of this mitt only the choicest parts of each hide are selected. The leather must be perfectly tanned, because of the peculiar stitch-



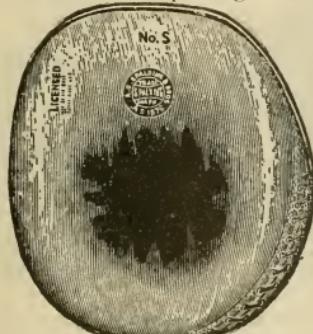
No. 7-O



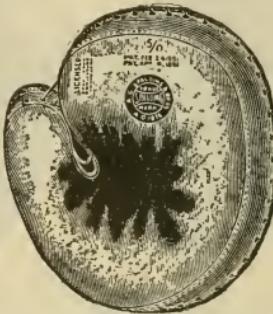
No. 7-OR

## SPALDING'S OFFICIAL BASE BALL GUIDE.

ing and the molding process which is necessary to produce a perfect "pocket" with no seams or rough places of any kind on the face. This mitt is padded with best felt, has steel wire lacing and a leather strap and brass buckle fastening at back. The price of the Spalding No. 9-0 Mitt is \$8.00 each. The next grade is the Spalding No. 8-0, Professional Style, with face of white buck and absolutely best grade material throughout. The price of the No. 8-0 Mitt is \$7.00 each. The Spalding No. 7-0 Mitt, which has become known

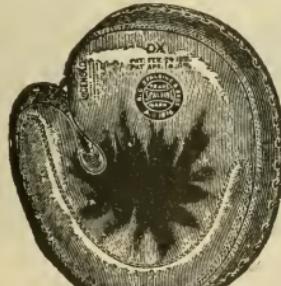


No. S—Scoop



No. 5-0

generally as the "Perfection," is \$6.00 each. It is of finest quality calfskin and has double row of stitching on heel pad. Spalding



No. OX



No. O

makes a similar mitt to the number 7-0, but of black leather and without heel pad. This is known as the Spalding No. 7-O-R, and the price is \$7.00 each.



No. OA



No. A

## SPALDING'S OFFICIAL BASE BALL GUIDE.

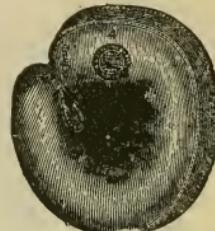
In passing we would like to mention the new Spalding Scoop Mitt, an extra large size, combining the good points of the baseman's pattern with the size of the largest mitt now in use by catchers. The scoop is stiffened with sole leather, giving full protection to the ends of the fingers, and as there is no strain at all on the face, there is no danger of injury to the thumb. The price of the No. S Scoop Mitt is \$10.00. An old favorite is the Spalding League Mitt, No. 5-0, at \$5.00 each. This is an excellent article, well made and very



No. B



No. D



No. 4

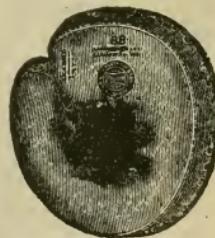
popular with some of the best catchers on the big teams. The Spalding Decker Patent Mitt, No. 0-X, costs \$3.50. This has a heavy piece of sole leather on the back for extra protection to the hands and fingers, and it is well made of best grade material throughout. Other full size catchers' mitts in the Spalding line are No. 0 Mitt,



No. AB



No. AA

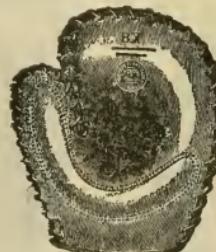


No. BB

\$3.00; No. 0-A Mitt, \$2.00; No. A Mitt, \$1.50; No. B Mitt, \$1.00; No. D Mitt, \$1.00; No. 4 Mitt, 50 cents. All of these mitts are made to fit men. They are well made throughout and they all bear the broad Spalding guarantee. The line of Spalding Youths' Mitts for catchers comprises the No. A-B, which is made without heel pad



No. 5



No. BX



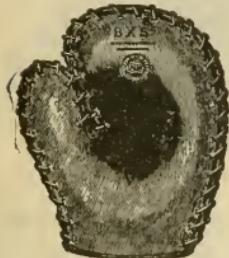
No. BXR

and of extra quality white buck, price \$1.00 each; the No. AA Mitt, made with patent lace back and good quality throughout, 50 cents;

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the No. BB Mitt, a very popular style, 50 cents, and the No. 5 Mitt, 25 cents.

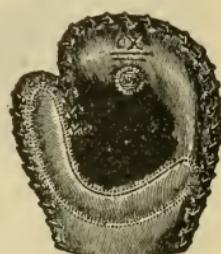
When it comes to a Baseman's Mitt there are a good many points to be considered that do not enter into the construction of a regular Catcher's Mitt. A Baseman's Mitt must be pliable, be of a certain size, and afford some protection. In addition to this there are certain other qualities that cannot be described exactly, but which must all enter into the construction of the Baseman's Mitt which is to be



No. BX-S



No. DX



No. CX

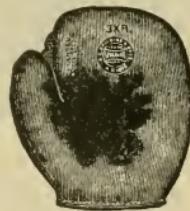
satisfactory to the great number of players who play on the bases and want a mitt that will help their play. The Spalding line of First Basemen's Mitts we feel certain includes all of the necessary qualities and we know that basemen on the largest teams use Spalding mitts almost universally. The line includes the Spalding, No. B-X, best quality, made of choice selected and special tanned calf-



No. EX



No. 3C



No. 3XR

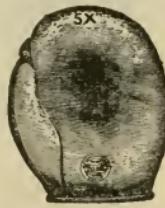
skin, price \$4.00. Spalding makes a similar mitt of black leather. This is the No. BX-R, the price of which is also \$4.00. Both of these mitts have the double row of stitching on heel pad and strap-and-buckle fastening at back. The No. BX-S is made without the heel pad, but is otherwise similar to the No. BX, and the price is the same. A First Baseman's Mitt, made of drab leather and along the lines of the better grade styles, is the No. CX, the price of



No. 3X



No. 4X



No. 5X

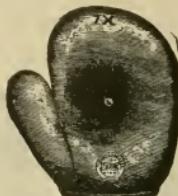
which is \$2.00. The next Mitt is No. DX, at \$1.50, and an excellent First Baseman's Mitt for boys is the Spalding No. EX, at \$1.00.

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Of Fielders' Mitts Spalding makes a comprehensive line. These differ in style from both the Basemen's and Catchers' mitts, incorporating in themselves special features which make them particularly attractive to Base Ball players in the field. The best grade Spalding Fielder's Mitt is the No. 3C, made of molded brown calfskin, leather



No. 6X.



No. 7X.

lined, and strap-and-buckle fastening at back. The price of the No. 3C is \$3.00 each. A similar style of Mitt, but made of black leather, is the Spalding No. 3XR, at \$3.00, and on the same model, but made of white tanned buckskin, the Spalding No. 3X at \$3.00. A very satisfactory style of Fielder's Mitt, of drab leather, is the



No. PX.



No. RX.



No. 2X.

Spalding No. 4X, at \$2.00, and a very popular style the No. 5X, at \$1.00. Two different styles of Fielder's Mitts are made for boys; No. 6X, of brown cape leather, at 50 cents, and No. 7X, of special tanned leather, at 25 cents.



No. 2XS



No. AX.



No. XS.

Gloves must fit and they must feel comfortable, no matter whether they are made for walking, driving, or Base Ball. It is not sufficient to simply sew two pieces of leather together in the shape of a man's hand and put it out as a glove. This is especially true with a Base Ball Glove. A man may wear a glove that is not suited to his hand, but he cannot play Base Ball to the best of his

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ability if the glove he is wearing is not properly made. Thirty years' experience in the manufacture of everything relating to the game of Base Ball has given Spalding an expert knowledge that no money can buy. The training that the people in the Spalding factories has obtained during the time they have been turning out



No. XL.

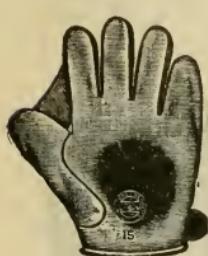


No. X.



No. 13.

Spalding Athletic Goods is worth more to the Base Ball player who purchases the Spalding article than could be possibly charged for the article itself. It represents a part of the value of the Spalding trade-mark and another part of that value is contained in the broad



No. 15.



No. 15L.



No. 12.



No. 16.

Spalding Guarantee which is given with every article of Spalding manufacture, a guarantee that is broader, we believe, than that given by any manufacturer in any line of goods. Spalding guarantees that their goods will give satisfaction,—not only that they will look right



No. PXB.



No. 14.



No. XB.

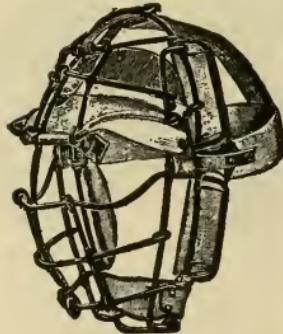


No. 19.

when they are purchased, but that they will be right when they are put in use and that they will stay right while they are being used. A guarantee as broad as this represents a good many dollars to a Base Ball team in the course of the season and it should be considered when it comes to purchasing the outfits for the team, es-

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pecially when it is remembered that it costs nothing extra. The line of Spalding Infielders' Gloves comprises styles suitable for every class of player. The best glove turned out is the Spalding No. PX, Professional Style, at \$3.00. This is made up on lines suggested by prominent professional players, and the buckskin used in its construction is the finest Spalding has been able to obtain anywhere. It is heavily padded around edges and extending well up into the little finger with fine quality felt. It has no heel pad, but is made extra long to protect the wrist. A similar glove, but made of black leather, is the Spalding No. RX, price of which is \$3.00. A very popular style which has retained its popularity during the great many years that we have been manufacturing it is the No. 2X Infielder's Glove, the price of which is \$2.50. Spalding makes a special professional style glove, No. 2XS, at \$2.50. A popular price glove in the professional style is the Spalding No. XL, at \$1.50, and with heel pad made of white tanned leather. The Spalding No. XS, at \$2.00, is very good value. The other full size gloves in the Spalding line are the No. X, at \$1.50; No. 13, at \$1.00; No. 15, at \$1.00; No. 15L, at \$1.50; No. 12, at 75 cents; No. 16, at 50 cents. Included in the Spalding line are a number of gloves of youths' size, which are well made of the same material as that used in the men's gloves, but made in the proper size and in the correct shape for youths and boys. These are the No. PXB Glove, similar in every way to the No. PX best men's glove, but in boy's size. The PXB costs \$2.00 each. The next grade is the No. XB, in boy's size, similar in quality to the No. X. The No. XB costs \$1.00. A special professional style boy's glove at a popular price is the No. 14, which costs 50 cents, and the cheapest boy's glove is the No. 19, at 25 cents.



No. 4-0



No. 3-0



No. 2-0

When it comes to a Base Ball Mask catchers require an article that will give full protection, that will not be too heavy and that will feel comfortable when they are wearing it. Spalding has studied out the requirements of the Base Ball catcher in this particular thoroughly and we know that the Spalding line of Base Ball Masks comprises styles that are right in every necessary requisite. The best grade made by Spalding is the No. 4-0, Sun Protecting Mask, the style that is used by practically all of the big League catchers. The price of the No. 4-0 is \$4.00. It has the patent sunshade which protects the eyes without obstructing the view, and is strongly made of best material throughout. The next style, No. 3-0, is very popular, and it affords absolute protection to the neck without interfering in the slightest with free movements. The No. 3-0 costs \$3.00 each. A very popular style with catchers on big teams is the Spalding No. 2-0, at \$2.50, and the No. 0X, black enameled, at \$2.00, and No. 0, bright wire, at \$1.50. A popular priced mask is the Spalding No. A, full size and substantially made. The price of the No. A is \$1.00 and a cheaper priced full size mask is the No. L, at 75 cents. In boys' masks Spalding makes three

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different styles, No. B, bright wire, very strongly made, costs \$1.00; No. C, well padded, 50 cents, and No. D, of bright wire, 25 cents.



No. 0.



No. L.

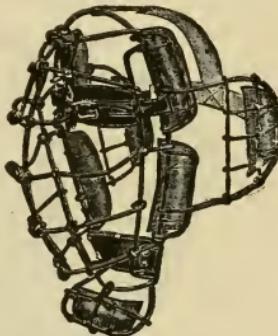
Spalding has added to the line of Base Ball Masks this season a special style for umpires. A mask for umpires has become an extremely necessary part of their equipment and the new Spalding style combines the most desirable features of the best catchers' masks with the special points necessary for the umpire. This mask has a special ear protection, is well padded, and on the whole is the safest mask that has been made so far, while at the same time it is no heavier in weight than the regular catcher's style. This is the Spalding No. 5-0, cost of which is \$5.00 each.



No. B.



No. C.    No. D.



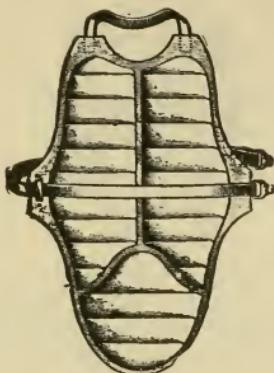
No. 5-0.

Spalding was the first to introduce an inflated body protector made under the Gray Patent and the method used when the first Spalding Protector was put out has been retained up to the present, with some improvements which add to the comfort and convenience of the catcher. The number of styles is greater than ever before in the Spalding line now, offering a wide range for selection. The Spalding body protectors are No. 3-0, large size, giving full protection, \$8.00 each; No. 2-0, large size, \$6.00; No. 0, the popular League style, \$5.00 each; No. 1, Amateur style, \$4.00 each; No. M, Interscholastic style and full size, \$3.00 each; No. 2, youth's size, \$2.50 each. Spalding also makes two different styles of umpire body protectors. All of the umpire body protectors are made up specially to suit the individual wishes of the umpire and it is necessary when ordering to state how long the protector is to be made and how wide. It is also well, if possible, to send a paper diagram showing the exact size, so as to make certain of a proper fit. The two styles of umpire body protectors that Spalding puts out this season are the No. L, large size, at \$10.00, and the No. S, small size, at the same price, \$10.00.

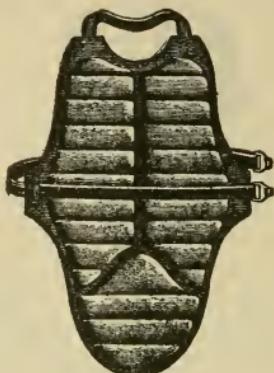
A Base Ball team really considering their reputation should not rest when they have fitted up the individual players properly, but the ground should be properly equipped, and to do this there is no way more certain than to purchase Spalding equipment. The bases

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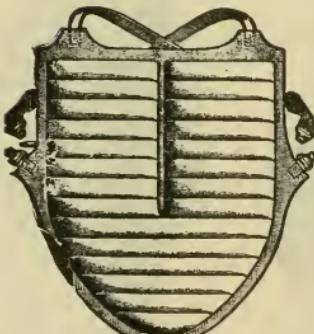
should be considered first and of these Spalding makes three different styles: No. 0, of extra quality canvas and quilted, cost \$6.00 per set of three; No. 1, not quilted, \$5.00 per set, and No. 2,



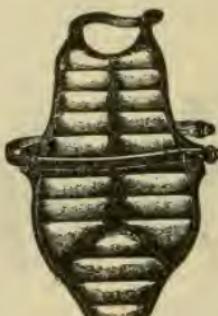
No. 3-0



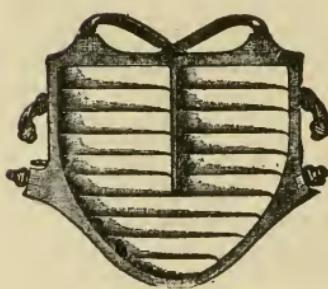
No. 2-0



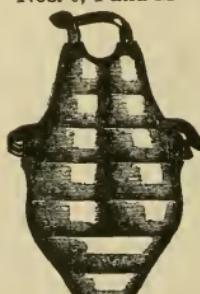
No. L



Nos. 0, 1 and M



No. S



No. 2

also of canvas, \$3.50 per set. In the home plates Spalding has two different styles, both of the proper shape and size, in accordance with league regulations, and the best quality is the No. 1, made of

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extra fine white rubber. The price of the No. 1 Home Plate is \$9.00 each. Spalding also has a very durable style of home plate made of composition, regulation size and shape. This is the No. C, which costs \$5.00 complete with pins. In the Pitcher's Box Plates Spalding has the regulation size, made of white rubber complete with pins. This is the No. 3, at \$7.00 each. Foul Flags made of bunting, 18x24 inches, in any color and with one letter stitched on each side, complete with 7-foot spearhead staff, cost \$1.50 each. When it comes to Shoe Plates the same players that use Spalding shoes recognize the value that there is in Spalding Shoe Plates. They are well made, of the very best material, and will give excellent satisfaction. The styles furnished by Spalding are the No. 3-0 and No. 4-0, toe and heel plates, respectively, of razor steel, sharpened, which cost 50 cents per pair. The No. 0 and No. 2-0 toe and heel plates, respectively, made of hardened steel, sharpened, at 25 cents per pair, and the No. 1 and No. 1H, toe and heel plates, respectively, of good quality steel, sharpened, at 10 cents per pair. Then Spalding has the Pitcher's Toe Plates, No. A, made of aluminum, at 25 cents, and No. B, Brass also 25 cents.

Starting on their trip, or even if they have no traveling to do, it is generally necessary for a Base Ball team to have a bag in which the equipment of bats may be carried and in the Spalding line will be found bat bags to meet their requirements. The No. 2 style will hold twelve bats, made of heavy waterproof canvas and leather reinforced, costs \$3.50 each. The No. 3 style, similar to the No. 2, but to hold only six bats, costs \$2.00 each. For League clubs particularly and for clubs having a schedule requiring any amount of traveling, Spalding has a special club bat bag of heavy leather with galvanized iron ends, No. 7, the price of which is \$30.00. This bag holds three dozen full size bats and it is made so strong that it is absolutely unbreakable, making certain that the bats and the bag will reach their destination safely, no matter how the bag is handled. Individual players sometimes need bat bags for their own particular bats and Spalding makes three styles of individual bat bags, No. 01, of sole leather, to hold two bats, cost \$4.00; No. 02, of heavy waterproof canvas, with leather cap at both ends, cost \$1.50, and No. 03, with leather cap at one end, cost \$1.00. The No. 5 combined uniform and bat bag is a popular style. It will hold a complete uniform and has a compartment also to carry one bat. It is made of best canvas and costs \$3.50. An individual uniform bag that is a very convenient shape and is popular with many players is the Spalding No. 4, at \$2.50, made of best quality white canvas with two leather handles and strap-and-buckle fastenings. The roll form of uniform bag is the style that enables a player to carry his uniform without wrinkling it. Spalding makes two styles of uniform bags in this form; No. 1, of best canvas, costs \$3.00, and No. 2, of fine bag leather, costs \$6.00.

Score books are made in a great variety of styles, but a club that wishes to keep the record of their games in proper shape purchases a Spalding score book, which is the same as used by the official reporters, and are the most convenient and simplest for general use. Club size, with board covers, No. 4, for 30 games, costs \$1.00; No. 5, with cloth cover, for 60 games, costs \$1.50; and the No. 7, with cloth cover, for 160 games, costs \$3.00. In pocket size, the No. 2, with board cover, for 22 games, costs 25 cents, and the No. 1, with paper covers, for 7 games, costs 10 cents. Score cards cost 25 cents per dozen. For the umpire a very necessary article is a celluloid indicator, by which he can keep a record, without any trouble, of the balls and strikes. The Spalding Umpire Indicator No. 0 costs 50 cents and is substantially made and is endorsed and used by all League umpires. For ordinary scoring another simple device is the Spalding Scoring Tablet, made of celluloid, and of a size so that it can be carried in the vest pocket. The Spalding Scoring Tablet No. 1 costs 25 cents.

## WHAT A BASE BALL PLAYER SHOULD WEAR



A Base Ball player, in the eyes of the spectators at most games, is a hero. They would all like to be able to play as well as he does. He seems to possess in their eyes attributes that are different from the ordinary run of men. Is it not well, therefore, that this man, who is regarded as a hero, should appear before those who admire him in the best possible manner? He can only do so if he has on a neat uniform and is equipped as a Base Ball player should be: in an outfit that is suitable for the game he is playing. After the experience of thirty years and over in catering to Base Ball players, Spalding knows pretty accurately what they require, and that is why newly organized teams go there in ever-increasing numbers to ask for advice as to the outfit that they should purchase. Spalding does not recommend to a young team an expensive outfit that would be suitable for a team on one of the big leagues. Spalding has outfits to suit teams connected with the prominent leagues, outfits for school and college teams, outfits for the semi-professional clubs, and still other outfits for the ordinary amateur clubs, and for the club composed of young boys who are ambitious to make as good a showing as possible and yet are not able to purchase the higher-priced uniforms. In fact, this season Spalding has gotten up a special Boy's Uniform that you will find listed in the Spalding Catalogue at \$1.00 each. It would not be possible to furnish it at this price if it were not on account of the unequalled Spalding factory facilities.

The best grade Spalding Uniform is the No. 0, which sells complete in single uniforms for \$15.00, but where clubs purchase an entire outfit at one time the price is \$12.50 per suit. No extra charge is made for lettering shirts with name of club nor for detachable sleeves, and striped stockings in stock colors are furnished at no extra charge, if preferred instead of plain stockings. If special colors are required in these striped stockings, however, an extra charge of 25 cents per pair is made, to cover the extra expense. This highest grade uniform is furnished in thirteen different colors, including three special patterns which have been added to the line this season, and which are different from anything ever used before in a Base Ball Uniform. These special patterns include a very handsome red stripe, a green stripe and an attractive navy blue check. The regular line of plain colors include the following ten patterns, which are similar to those Spalding has been furnishing in this grade uniform for the past few years.

The next uniform in the Spalding line is similar to the No. 0, but lighter in weight, and is furnished in the same thirteen colors. This is the University Uniform, No. 1, price of which in single suits is \$12.50 each, and when purchased at one time for a complete club outfit, nine players or more, the price is \$10.00 per suit.

The next grade uniform is the Interscholastic Uniform, No. 2, in which the three new patterns are not furnished, only the ten plain colors, similar in shade to the plain colors furnished in the No. 0 and No. 1. The price for this uniform complete, purchased singly, is \$10.00 each, and for a complete club outfit, nine uniforms or more,

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the price is \$8.00 each. No extra charge for lettering shirts with name of club nor for detachable sleeves will be made on either the No. 1 or No. 2 grade uniforms, and striped stockings in stock colors will be furnished at no extra charge. Where special colors in striped stockings are required, an extra charge for same on an order for an entire team will be 25 cents per pair, to cover expense of getting out the special color.

Spalding has on hand a special flannel, royal purple, dyed particularly for teams connected with the Order of Elks, and while it is not recommended that this be made up in solid color in suits, still it makes a beautiful combination as trimming on white flannel, and uniforms in the No. 1 and No. 2 qualities only can be trimmed with this purple trimming at no extra charge.

For the past season Spalding has been furnishing to some of the more prominent of the minor league teams on special order a heavy weight uniform made of very durable material and in attractive colors. The demand was increasing so much for this uniform that this season it is added to the regular line, and this is now known as the No. M Minor League Uniform. The price for single uniforms is \$9.00 each, and to clubs ordering for the entire team the price is \$7.50 each. The uniform is furnished in four different colors: Navy Blue, Pearl Gray, Dark Gray and White only. No extra charge is made for lettering shirts with name of club nor for detachable sleeves and striped stockings in stock colors will be furnished at no extra charge, and for any special colors on an order for an entire team the extra charge for striped stockings will be 25 cents per pair.

For amateur teams we recommend particularly the Spalding "Club Special," No. 3, Uniform, the price of which in single uniforms is \$6.00 per suit, and the net price to clubs ordering for an entire team, \$5.00 per suit. This uniform is furnished in five different colors: White, Blue Gray, Maroon, Navy Blue and Brown Gray. No extra charge will be made for lettering shirts with name of club nor for detachable sleeves, and striped stockings in stock colors will be furnished at no extra charge, if desired. Special colored striped stockings on team outfits will be charged for extra at 25 cents per pair, to cover cost of special striping.

For the younger Base Ball players we recommend particularly the "Amateur Special" Uniform, No. 4, the price of which in single outfits is \$5.00 per suit, and to clubs ordering for an entire team, \$4.00 per suit. This uniform is furnished in six different colors: White, Light Gray, Maroon, Navy Blue and Green. No extra charge is made for lettering shirts with name of club nor for detachable sleeves, and striped stockings will be furnished in stock colors only, at no extra charge, but no special striped stockings will be furnished with this uniform.

A cheaper grade uniform for youths is the Spalding "Junior," No. 5, furnished in four colors: Maroon, Green, Blue Gray and Brown Mixed, and the price of which in single outfits is \$4.00 per suit, and to clubs ordering nine or more uniforms, \$3.00 per suit. No extra charge for lettering shirts with name of club nor for detachable sleeves, and with this uniform also striped stockings in stock colors only will be furnished at no extra charge, but no striped stockings will be furnished except in stock colors.

The special uniform that has been gotten up this season by Spalding for the younger players is the No. 6 quality, made of gray material, but in no larger sizes than 30-inch waist and 34-inch chest. The price of this uniform is \$1.00, including shirt, button front, with one felt letter on front, padded pants, peak cap, web belt with metal buckle, and either plain or striped stockings in stock colors only. With such a uniform there is really no excuse for any club not to be fitted out complete, for the price is well within the reach of the pocketbook of practically any Base Ball player or team.

Base Ball players are coming to use more and more double-breasted coats and vest-shaped sweaters. They add a good deal to the appearance of a Base Ball outfit. Spalding makes double-breasted coats in four different qualities to match the four best grades of Spalding Uniforms. The No. 6 quality coats cost, singly, \$10.50, or with set of

SPALDING'S OFFICIAL BASE BALL GUIDE.

uniforms of nine or more coats at one time, the special club price is \$9.50 each. In the No. 1 quality, price of the single coat is \$10.00, or to clubs purchasing with uniforms or with nine or more coats at one time \$9.00. The No. 2 quality, singly, costs \$8.50, or with set of uniforms or nine or more coats at one time the price is \$7.50 each. The No. M quality, purchased singly, costs \$8.25 each, or with set of uniforms or when purchasing nine or more coats at one time the price is \$7.50 each.



No. O.



No. VG.

The Spalding Vest Sweater, No. VG., is very popular with Base Ball players. It is made of best quality worsted, heavy weight, with pearl buttons, and is furnished in Gray or White only. Special trimmed edging and cuffs in stock colors will be supplied on this sweater at no extra charge. The price for the No. VG sweater is \$6.00 each.

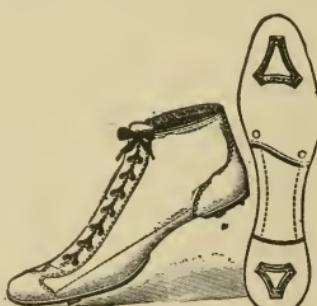
From time to time it is necessary for players to purchase Base Ball Shirts and Pants separately. The prices for Spalding Base Ball Shirts lettered with name of club and with detachable sleeves if desired, are as follows: No. 0, best quality, \$6.00 each; No. 1, University style, \$5.00 each; No. 2, Interscholastic, \$4.00 each; No. 3, Club Special, \$2.50 each; No. 4, Amateur Special, \$2.00 each; No. 5, Junior Shirt, \$1.50 each.

The prices for the Base Ball Pants purchased separately are as follows: No. 0 quality, \$6.00 per pair; No. 1, University style, \$5.00 per pair; No. 2, Interscholastic, \$3.75 per pair; No. 3, Club Special, \$2.50 per pair; No. 4, Amateur Special, \$2.00 per pair; No. 5, Junior Pants, \$1.50 per pair.

When it comes to Base Ball Shoes there is really no part of the outfit to which greater care should be devoted than in making the proper selection. If the shoes are not right the player will not be



2-O.

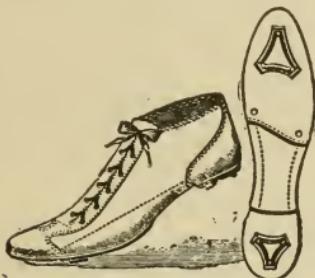


30S.

comfortable and he will not play his best game. Spalding has devoted no end of time and trouble to working out shoes that are absolutely right for the Base Ball player. In the Spalding highest grade there are three different styles, from which the most critical player may be certain to select shoes that will answer his particular requirements. The Spalding No. 2-O Shoes have been known as the "Spalding Highest Quality" for years past, and they well deserve

## SPALDING'S OFFICIAL BASE BALL GUIDE.

that title. This shoe is made of specially selected Kangaroo leather, and it is a strictly bench-made shoe; that is, it is made by an expert cobbler, all hand work, and as well made as it is possible to make. The plates used on this shoe are of the finest forged razor steel and they are firmly riveted to hold the sole. In every detail this shoe is absolutely best. From the fact that it is worn by the players of all the big league teams is pretty good evidence that it is made right. The "Spalding Highest Quality" Base Ball Shoe is known as the No. 2-0, and the price is \$7.00 per pair.



No. FW.



No. O.

Some time back Spalding got up specially for prominent league players a Sprinting Base Ball Shoe. For this the famous Spalding Running Shoe last, from which the shoes have been made for all the famous sprinters, is used. The element of strength is not sacrificed, however, and the Spalding No. 30S, while extremely light in weight, will be found substantial in construction. It is hand sewed throughout and is strictly a bench-made shoe, made by expert cobblers in the Spalding factory. The Spalding No. 30S Shoe costs \$7.00 per pair.

Two seasons ago there was a demand for even lighter weight Sprinting Shoes than the No. 30S, and after considerable experimenting, the Spalding "Feather Weight" Base Ball Shoe, No. FW, which is the lightest Base Ball Shoe ever made, was gotten up. To give an idea as to the lightness of this shoe, we note below the weight of five of the principal sizes: Size 5 weighs 17 ounces to the pair; Size 6 weighs 17 1-2 ounces; Size 7 weighs 18 ounces; Size 8 weighs 19 ounces; Size 9 weighs 20 ounces. Owing to the lightness and fineness of its construction, it is suitable for the exacting demands



No. 35.



No. 37.

of the fastest players and is not intended for general use or for the ordinary player. This shoe is the same as the other two styles in the Spalding highest grade and it is a strictly bench-made shoe. It costs \$7.00 per pair.

For the Base Ball player who requires a shoe that is right and at a fair price, we recommend the Spalding Club Special Shoe, No. 0, the price of which is \$5.00 per pair. It is made of selected calf-skin, well and substantially made, and is a first-class shoe in every particular. We also recommend the Spalding No. 35 Shoe, at \$4.00

## SPALDING'S OFFICIAL BASE BALL GUIDE.

per pair. This is made of a good quality calfskin, machine sewed, and is a durable shoe. The Spalding "Junior" Shoe, No. 37, is a leather shoe; the price is \$2.50 per pair. It is not guaranteed, but is good value for \$2.50.

Ankle Supporters which are worn by some of the best Base Ball players are furnished by Spalding in three different styles. They can be worn either over or under stocking, and support the ankle without interfering with free movements. They relieve pain immediately and cure the pain in a remarkably short time. The No. H Ankle Supporter, made of soft tanned leather, best quality, costs \$1.00 per pair. No. SH, made of sheepskin, costs 50 cents per pair, and No. CH, made of black duck, costs 25 cents per pair.

Every necessary article for the Base Ball player will be found listed in the Spalding Base Ball Catalogue, a copy of which will be sent on application to any Spalding Store, free of charge. Such Base Ball players as are interested also in other athletic sports, should mention this fact when they write for a copy of the Spalding Catalogue, so that they may receive all of the catalogues that they are interested in. The Spalding Catalogues that will be issued for the Spring and Summer season of 1907 are:

Base Ball Catalogue—Containing cuts, descriptions and price of the complete line of Spalding Base Ball Goods. This is a very handsome catalogue printed in two colors, and should be in the possession of every Base Ball player. Spalding Lawn Tennis Catalogue—Containing cuts, description and prices of the complete line of Spalding Lawn Tennis Goods. Spalding Golf Catalogue—Containing cuts, description and prices of Spalding Golf Goods, Sticks, Balls and other accessories for the game. Spalding Catalogue of Lawn Games—The most complete list issued of the equipment for Cricket, Croquet, Lawn Bowls, Field Hockey, Archery, Equestrian Polo, etc. Be sure to mention when you send to Spalding for a catalogue just what athletic sport you are interested in, so that the proper catalogue may be sent to you.

Managers and Captains of Base Ball teams who desire to place an order for a complete club outfit, should not fail to consult the nearest Spalding store, for the expert knowledge which it is possible for A. G. Spalding & Bros. to place at the disposal of the new Base Ball manager or captain, is worth a good deal when it comes to selecting a suitable outfit for the team.

A special colored sheet showing the full line of patterns of material furnished in all grades of the Spalding Uniforms, will be sent on request to any Base Ball Team Manager or Captain, and with it a special measurement blank for the team.

The list of Spalding stores, with their addresses, is as follows:  
New York City—126-128 Nassau Street and 29-33 West 42d Street.  
Philadelphia—1013 Filbert Street.  
Boston, Mass.—73 Federal Street.  
Baltimore, Md.—208 East Baltimore Street.  
Buffalo, N. Y.—611 Main Street.  
Pittsburg, Pa.—439 Wood Street.  
Washington, D. C.—709 14th Street, N. W. (Colorado Building).  
Syracuse, N. Y.—University Block.  
Chicago—147-149 Wabash Avenue.  
San Francisco, Cal.—134 Geary Street.  
Denver, Col.—1616 Arapahoe Street.  
St. Louis, Mo.—710 Pine Street.  
Kansas City, Mo.—1111 Walnut Street.  
Cincinnati, O.—Fountain Square, 27 East Fifth Street.  
Minneapolis, Minn.—507 Second Avenue, South.  
New Orleans, La.—140 Carondelet Street.  
Detroit—254 Woodward Avenue.  
Cleveland—741 Euclid Avenue.  
Montreal, Can.—443 St. James Street.  
London, Eng.—53, 54, 55 Fetter Lane.

Communications directed to A. G. Spalding & Bros., at any one of the above addresses, will receive prompt attention.

# **Spalding Catalogues of Athletic Goods**

We are issuing new catalogues continually throughout the entire year. Catalogues containing all information, cuts, description and prices of the full equipment for the particular athletic sport covered by each catalogue.

We charge nothing for these catalogues and we mail them free on request to any address. The first issues, however, are always sent to those that we have on our records here, and as there are generally many new things contained in these catalogues which are particularly interesting to athletes—every athlete and everyone interested in athletic goods should be on this record of ours. It is only necessary to send your name and address and state just what athletic sports you are interested in, and copies of our catalogues will be mailed to you as they are issued.

## **Spalding Catalogues for Spring and Summer, 1907**

### **No. 707B—Catalogue of Base Ball Goods**

A handsome catalogue printed in two colors. Containing cuts, descriptions and prices of the Spalding complete line of Base Ball Goods, including base balls, bats, catchers', fielders' and basemen's mitts, infielders' gloves, catchers' and umpires' masks and protectors, bat and uniform bags, bases, home plates, pitchers' box plates, shoe and pitchers' toe plates, score books and scoring tablets, umpire indicators and foul flags,

—and—

Spalding Base Ball Uniforms, shirts, pants, caps, shoes, belts, stockings, coats, sweaters; also full descriptions of all the various athletic libraries we issue devoted to base ball.

### **No. 707T—Lawn Tennis Catalogue**

Containing cuts, descriptions and prices of the Spalding complete line of Lawn Tennis Goods; also Squash and Squash Racquet Goods, including rackets, balls, nets, posts, markers, marking tapes and plates, racket presses and covers, handle covers, center forks, center straps, guy ropes and pegs, reels tethes, tennis and score books.

### **No. 707C—Golf Catalogue**

Containing cuts, descriptions and prices of the Spalding complete line of Golf Goods, including wood and iron clubs, aluminum clubs, rubber cored golf balls, caddy bags, gloves, marking flags and discs, hole rims and cutters, golf paint, ball cleaners, tees, score books and counters, clock golf and golffette.

### **No. 707L—Catalogue of Lawn Games**

Cricket, Croquet, Lawn Bowls, Archery, Field Hockey, Equestrian Polo. Containing cuts, descriptions and prices of the Spalding complete line of Athletic Goods devoted to these sports and games,

—and—

Particularly interesting as containing our new line of cricket goods selected personally by Tom Hayward, acknowledged the champion cricketer of the world.

### **No. 707U—Catalogue of Uniform Goods**

Containing cuts, descriptions and prices of the Spalding complete line of Uniform Goods for all Athletic Sports, including Base Ball, Foot Ball, Basket Ball, Running, Gymnasium, Bathing, Swimming and Field Athletic Suits; shoes, built especially for each athletic sport, athletic hats and caps, jerseys, sweaters, stockings, supporters, belts, shin guards and everything else needed in an athletic equipment,

—and—

We issue separately and will send upon application a copy of our handsome color sheet showing the various shades of material that we furnish in our base ball uniforms. A blank for measuring team and a tape measure is included with this for the convenience of teams when making up their orders.

**Copies of any of the above catalogues will be mailed  
upon application, from any of our stores, addresses  
of which are on inside of front cover**

# The Spalding Official League Ball

Used exclusively by the National League, Minor Leagues, and by all Intercollegiate and other Associations for over a quarter of a century. Each ball wrapped in tinfoil and

put in a separate box, and sealed in accordance with the regulations of the National League and American Association. Warranted to last a full game when used under ordinary conditions.

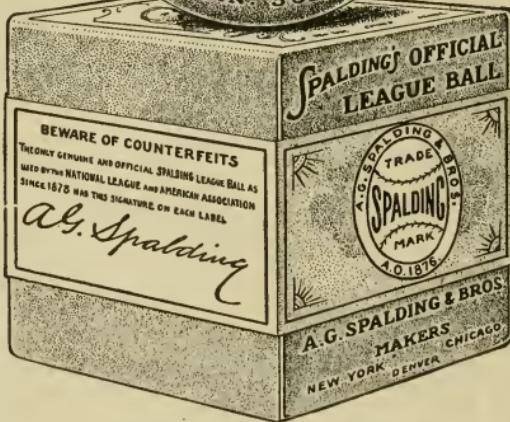
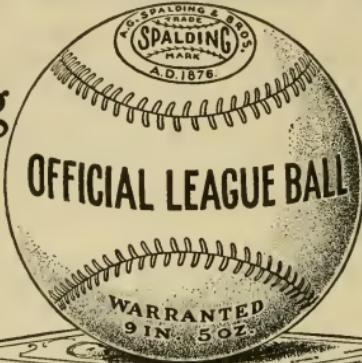
No. I. - - - Each, \$1.25

## THE SPALDING OFFICIAL LEAGUE BALL FOR BOYS

as our Official League Ball, except slightly smaller in size. Especially designed for junior clubs (composed of boys under 16 years of age), and all games in which this ball is used will be recognized as legal games. Warranted to last a full game.

No. 1B. - - - Each, 75c.

Made with horse-hide cover, and in every respect same



A. G. SPALDING & BROS.  
Send for Complete Catalogue of Stores in all large cities.  
all Athletic Sports. See inside cover page of this book.

# SPALDING OFFICIAL LEAGUE BALL

Is the Standard of the World

It is the Original League Ball

It is the Universally Adopted League Ball

It is the Official League Ball

It is the Best League Ball

It has been formally adopted as the Official Ball of

## THE NATIONAL LEAGUE FOR 30 YEARS

It has also been adopted as the Official Ball for all Championship Games by the following Professional Leagues.

EASTERN LEAGUE for 20 years

INTER-STATE LEAGUE for 9 years,

NEW ENGLAND LEAGUE for 20 years

NEW YORK STATE LEAGUE for 11 years

NORTHERN LEAGUE for 5 years

CENTRAL LEAGUE for 5 years

TEXAS LEAGUE for 13 years

SOUTH ATLANTIC LEAGUE for 5 years

WESTERN ASSOCIATION for 11 years

INDIANA, ILLINOIS and IOWA

CALIFORNIA LEAGUE for 10 years

LEAGUE for 7 years

*And by 22 other Professional Leagues that have adopted the Spalding League Ball from 1 to 4 years.*

THE Spalding League Ball was first adopted by the National League in 1878, and is the only ball that has been used in Championship League Games since that time.

In the recent great World's Championship Games in Chicago between the Chicago Nationals and the Chicago Americans the Spalding League Ball was used.

IN addition to the different American adoptions, the Spalding Official League Ball has been made the official ball by the governing Base Ball Associations of Mexico, Cuba, Canada, Australia, South Africa, Great Britain, Philippine Islands, Japan, and, in fact, wherever Base Ball is played. The Spalding League Ball has received this universal adoption because of its well established reputation for uniformity and high quality, but the special object of such adoptions, from the players' standpoint, is to secure absolute uniformity in a ball, that will prevent unfair "jockeying" with an unknown ball, and make National and International Base Ball contests possible, and at the same time make the records of players of value, and uniform throughout the world, which can only be secured by standardizing one well known ball.

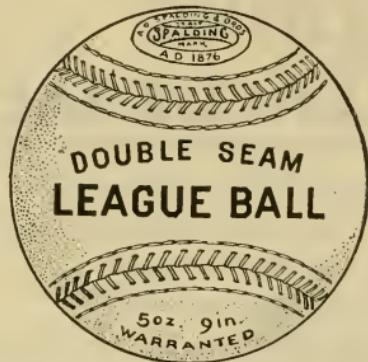
The Spalding Official League Ball is used by Yale, Harvard, Princeton and all prominent college teams. The soldiers and sailors in the United States Army and Navy use it exclusively. In fact, the Spalding League Ball is in universal use wherever Base Ball is played.

Once in a while a minor league will experiment for a short time with some other ball, but invariably returns to the Spalding League Ball, which has now become universally recognized

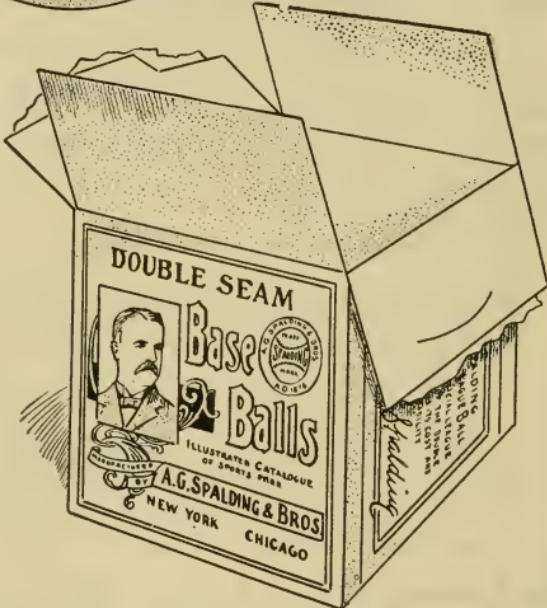
The Standard of the World

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all Athletic Sports. See inside cover page of this book.



# SPALDING DOUBLE SEAM LEAGUE BALL

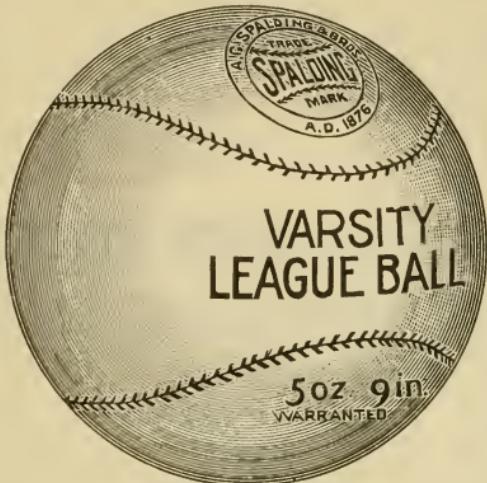


Made with the same care and of the same material as our Official League Ball. The double stitch is used in its construction, rendering it doubly secure against ripping. Every ball is wrapped in tinfoil and warranted to last a full game.

**No. 0. . . . . Each, \$1.50**

**A. G. SPALDING & BROS.**

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all Athletic Sports. | See inside cover page of this book.



### SPALDING 'VARSITY LEAGUE BALL

Regulation size and weight, fine selected horsehide cover, rubber center, all wool yarn and far superior in material and workmanship to any of the various imitations of our Official League Ball. Warranted to last a full game without losing its elasticity or shape.

No. X. . . Each, \$1.00

### SPALDING AMATEUR LEAGUE BALL

Made with horsehide cover and constructed throughout in a careful manner of best material. A full size ball and excellent for general practice.

No. 1A. . . Each, 75c.

### SPALDING INTERSCHOLASTIC LEAGUE BALL

Same quality as the 'Varsity League, but smaller in size. Warranted to last a full game.

No. XB. . . Each, 50c.

### SPALDING PROFESSIONAL BALL

Full size ball. Made of carefully selected material throughout, and warranted first-class quality.

No. 2. . . Each, 50c.

### SPALDING KING OF THE DIAMOND

This ball is full size, made of good material and horsehide cover.

No. 5. . . Each, 25c.

*Each of the above balls is put up in separate box and sealed.*

**A. G. SPALDING & BROS.**

*Send for Complete Catalogue of all Athletic Sports.* | *Stores in all large cities.*  
| *See inside cover page of this book.*



### HIGH FLYER

A very lively ball; the inside is all rubber, making it the liveliest ball ever offered at the price. Put up in separate box and sealed.

No. 10. . . . Each, 25c.

### BOYS' FAVORITE

Good quality cover and well constructed. An excellent large size ball for boys. Put up in a separate box and sealed.

No. 7. . . . Each, 20c.

### LEAGUE JUNIOR

Slightly under regular size; horsehide cover, and is very lively; carefully made and a perfect boys' size ball. Put up in a separate box and sealed. No. 7B. . . . Each, 25c.

### BOYS' AMATEUR

This ball is a little under regulation size, has a sheepskin cover, and is very lively. Put up in a separate box and sealed.

No. 14. . . . Each, 15c.

### BOYS' LIVELY

A good Boys' Lively Ball, juvenile size; two-piece cover; each ball trade-marked; one dozen balls in a box.

No. 9B. . . . Each, 10c.

### EUREKA

Nearly regulation size and weight. The best cheap ball for the money on the market; each ball trade-marked; one dozen balls in a box.

No. 8. . . . Each, 10c.

### ROCKET

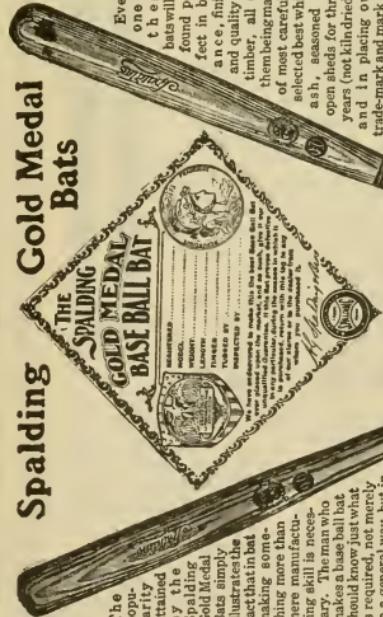
This is a good bounding ball. Size, 8 inches; weight, 4 ounces. The best 5-cent, two-piece-cover ball in the market; one dozen balls in a box.

No. 13. . . . Each, 5c.

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all Athletic Sports. | See inside cover page of this book.

## Spalding Gold Medal Bats



## Spalding Mushroom Bat

Pat. Avn. 1, 1902

### What Leading Players Say of the Spalding Mushroom Bat

The Spalding Mushroom Bat receives my hearty endorsement. My experience as a ball player enables me to thoroughly appreciate its good qualities.

*Chas. A. Coniskey,  
President Chicago American League Club,  
Champions of the World.*



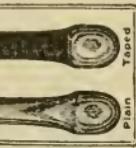
In all our experience as base ball players we have not found a bat more satisfactory than the Spalding Mushroom Bat.

*F. L. Chance, James F. Slagle  
John Evers, J. Kling  
Joe Tinker  
Champions of the National League, 1903.*

For a long time I have been trying

to find a bat that would balance when choking. Not until I used the Spalding Mushroom Bat have I found a bat that was up to my idea. This bat is used exclusively by the New York players.

*John J. McGraw,  
Manager New York Base Ball Club.*



For a long time I have been trying to find a bat that would balance

when choking. Not until I used the Spalding Mushroom Bat have I found a bat that was up to my idea. This bat is used exclusively by the New York players.

*Wm. Gleason,  
Philadelphia National League Cap.*

**No. M. Mushroom Plain Bat, Special Finish, Each, \$1.00**  
**No. MT. Mushroom Taped Bat, Taped Handle. .50**

**No. G.M. Plain Bat, white wax finish. . . . Each, \$1.00**  
**No. GMT. Taped Bat, white wax finish. . . . 1.00**  
**No. GMP. "Professional" Bat, special dark finish. . . . 1.00**  
**No. GMB. Boys' Plain Bat, white wax finish. . . . 50**

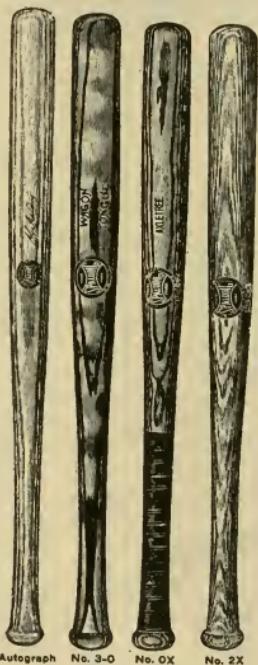
**BOYS:**

**No. G.M. Plain Bat, white wax finish. . . . Each, \$1.00**  
**No. GMT. Taped Bat, white wax finish. . . . 1.00**  
**No. GMP. "Professional" Bat, special dark finish. . . . 1.00**  
**No. GMB. Boys' Plain Bat, white wax finish. . . . 50**



# Spalding Trade-Mark Bats

Since 1877, when we introduced the Spalding line of Trade-Marked Bats, they have been recognized as standard by players to whom quality is a consideration. Wherever possible, we have improved both style and quality from time to time, and the assortment as now made up comprises absolutely the most up-to-date and thoroughly trustworthy styles that can be produced. The timber used in their construction is seasoned from two to three years before using, thus ensuring not only a lighter and stronger bat, but also retaining the life quality and driving power of the natural wood.



## SPALDING MEN'S BATS



**Autograph Bat.** Superior quality. Fine polish finish. . Each, **75c.**

No. **3-O.** Spalding Wagon Tongue Ash Bat, League quality, special finish, spotted burning. Each, **50c.**

No. **OX.** Spalding "Axle-tree" Bat, finest straight grained ash; tape wound handle. . Each, **35c.**

No. **2X.** Spalding Men's bat, extra quality ash. Each, **25c.**



## SPALDING BOYS' BATS

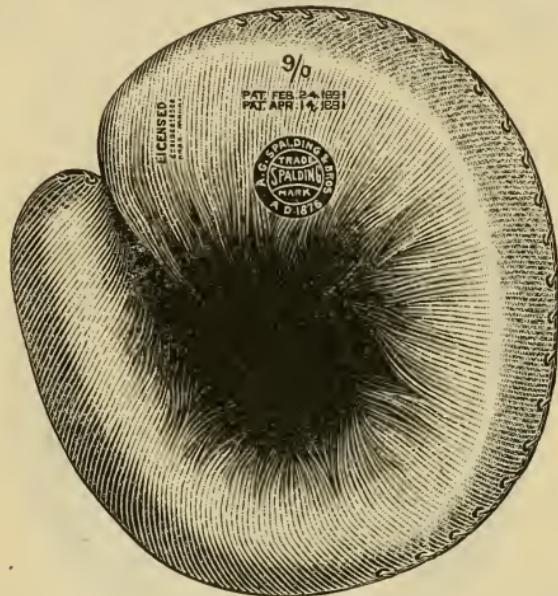
No. **3X.** Spalding Junior League Bat, extra quality ash, spotted burning. . . . Each, **25c.**

No. **2XB.** Spalding Boys' Bat, selected quality ash, polished and varnished; antique finish. . . . Each, **10c.**

**A. G. SPALDING & BROS.**

Send for Complete Catalogue of | Stores in all large cities.  
all Athletic Sports. | See inside cover page of this book.

**Spalding**  
**"Three and Out" Catchers' Mitt**  
(PATENTED) MOLDED FACE



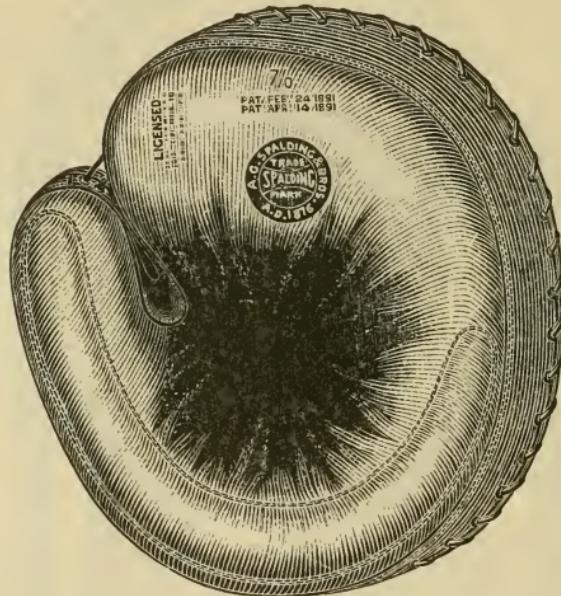
We believe this mitt, with its patented "Molded" face, will prove a revelation, not only to those old-time players who recollect the "make shift" arrangements they had to put up with twenty and odd years ago, but also to the newer generation, who have witnessed many improvements in the construction of catchers' mitts. Material throughout is best obtainable and we select for the face only leather which is perfectly tanned, because of the peculiar stretching and molding process which enables us to produce a perfect "pocket," with no seams or rough places of any kind on the face. Padded with best hair felt, metal eyelets and steel wire lacing, leather strap and brass buckle fastening at back.

**No. 9-0.** Made in Rights and Lefts. Each, \$8.00

**A. G. SPALDING & BROS.**

*Send for Complete Catalogue of all Athletic Sports.* *Stores in all large cities.* *See inside cover page of this book.*

# Spalding "Perfection" Catchers' Mitt



Leather finest quality calfskin ; padding best hair felt, and every other item of manufacture best obtainable ; patent lace back, rawhide lacing ; thumb reinforced and laced, double row of stitching on heel-pad, strap-and-buckle fastening at back.

Made in Rights and Lefts

No. 7-0. - - - Each, \$6.00

A. C. SPALDING & BROS.

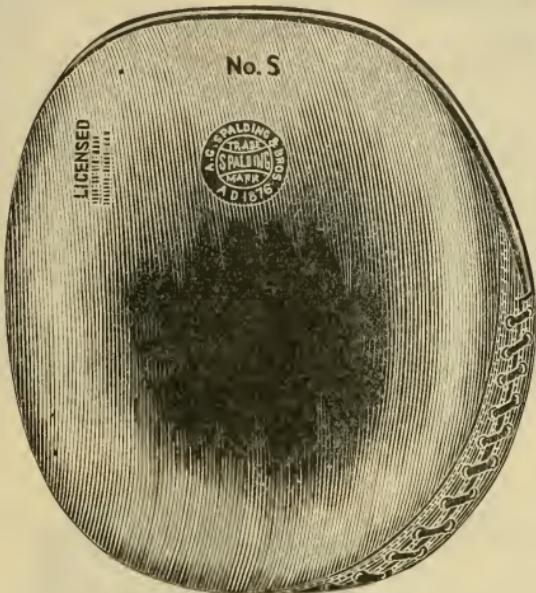
Send for Complete Catalogue of | Stores in all large cities.  
all Athletic Sports. | See inside cover page of this book.

# THE SPALDING "SCOOP" MITT

(PATENTED MAY 8, 1906)

(REG. U. S. PAT. OFF.)

No. S



**A**N entirely new idea in a catchers' mitt, bringing together the good points of the baseball man's pattern with the size of the largest mitt now in use by catchers. The "scoop" is stiffened with sole leather, giving full protection to the ends of the fingers, and on account of the arrangement of the face there is no danger of injury to thumb. The combination of good qualities which it possesses will undoubtedly prove attractive to those who desire a mitt that is at the same time the safest style and the most satisfactory.

## MADE IN RIGHTS AND LEFTS

No. S. The Spalding "Scoop" Mitt (Patented)  
Each, \$10.00

**A. G. SPALDING & BROS.**

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# "Decker Patent" Mitt

Face, sides and finger-piece of velvet tanned brown leather and back of selected buck; well padded and double row of stitching on heel pad, with the addition of a heavy piece of sole leather on back for extra protection to the hand and fingers; strap-and-buckle fastening at back; reinforced and laced at thumb, and made with our patent laced back.

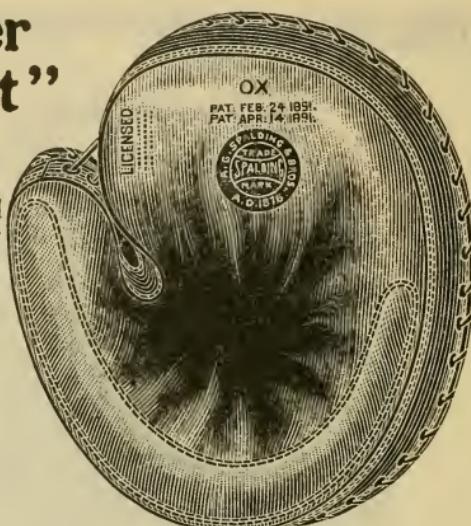
No. OX.  
Each, \$3.50

Made in Rights  
and Lefts.

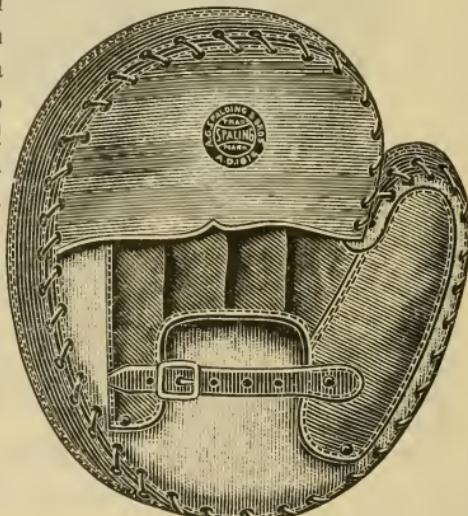
Showing Back of No. OX Mitt

A. G. SPALDING & BROS.

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No. OX



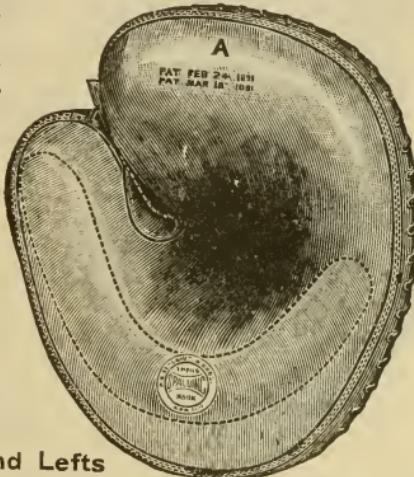
# Spalding Amateur Mitt

Extra quality special tanned leather; perspiration proof; extremely tough and durable; strap-and-buckle fastening at back; reinforced and laced at thumb and made with our patent laced back.

Made in Rights and Lefts

No. A. Each, \$1.50

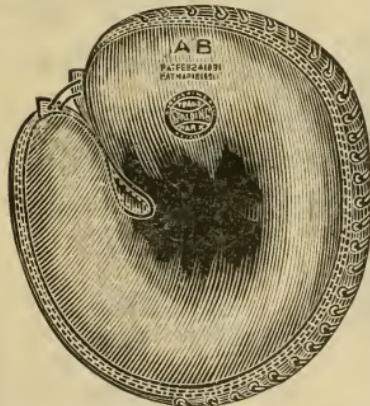
PAT. FEB 24, 1898  
PAT. MAR 12, 1898



No. A

## SPALDING YOUTHS' MITT

Patent Lace Back



Superior quality youths' mitt. Made with extra quality white buck face and finger-piece: extremely tough and durable; well padded; reinforced and laced at thumb; strap - and - buckle fastening at back.  
No heel pad.

Made in No. AB  
Rights and Lefts

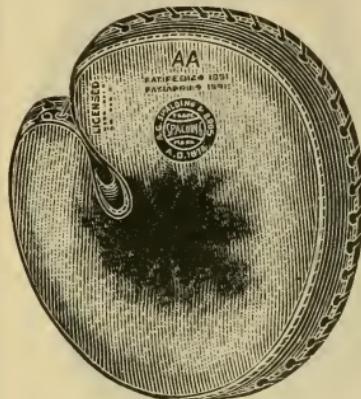
No. AB. Each, \$1.00

A. C. SPALDING & BROS.

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# Spalding Youth's Mitt

— Patent Lace Back —



No. AA

Made with good quality gray buck face and back, and oil tanned leather sides; reinforced and laced thumb.

No heel pad.

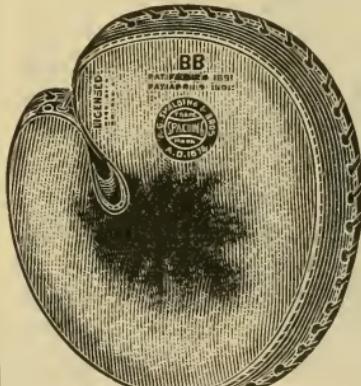
No. AA.

Each, 50c.

Made in Rights and Lefts

# Spalding Junior Mitt

— Patent Lace Back —



No. BB

Most popular mitt made; face and back of special tanned buck; well padded; laced thumb.

No heel pad.

No. BB.

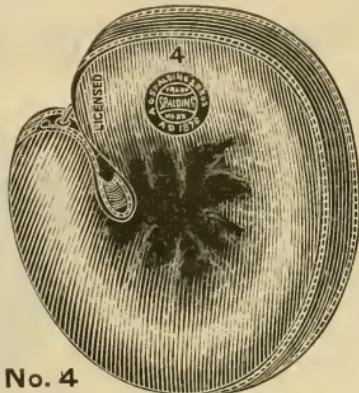
Each, 50c.

Made in Rights and Lefts

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# Spalding Nº 4 Mitt



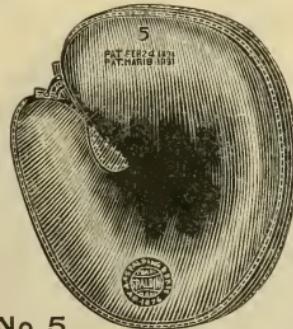
No. 4

Men's size. Improved style. Face and back of special tanned buck; extra heavily padded; reinforced and laced at thumb joint, and a particularly satisfactory style.

*Made in Rights and Lefts*

No. 4. - - - Each, 50c.

# Spalding Nº 5 Mitt



No. 5

Improved style. Face and back made of special tanned buck; laced thumb; well padded.

*Made in Rights and Lefts*

No. 5. - - - Each, 25c.

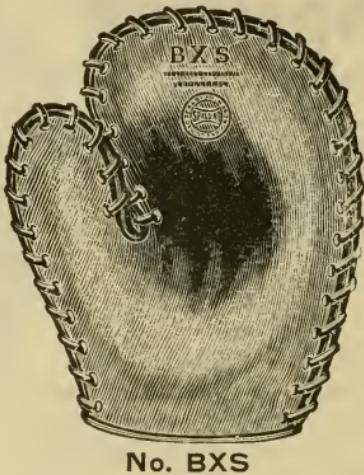
**A. G. SPALDING & BROS.**

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## Professional First Basemen's Mitt

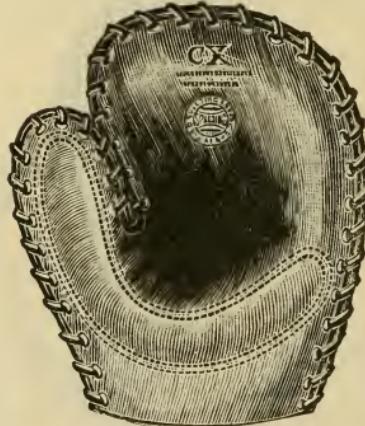
Composed of same quality materials and workmanship as in our No. BX First Basemen's Mitt. It has no heel pad and is made up especially for professional use; strap-and-buckle fastening at back.

No. BXS.  
Each, \$4.00  
Made in Rights  
and Lefts



No. BXS

## No. CX First Basemen's Mitt



No. CX

Made in Rights and Lefts

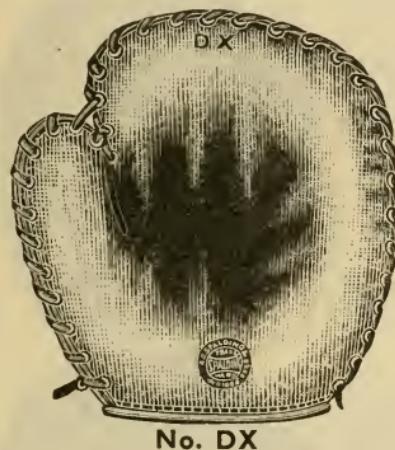
Fine quality and finish; made on same lines as No. BX Mitt; face of specially tanned drab leather; back of firm tanned brown leather, extra well padded at wrist and thumb; strap-and-buckle fastening at back; laced all around.

No. CX.  
Each, \$2.00

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## No. DX First Basemen's Mitt



Men's size; a good article at a moderate price; made of oak tan specially selected leather, laced all around; strap-and-buckle fastening at back; a very easy fitting mitt.

**No. DX.**

Each, \$1.50

Made in Rights  
and Lefts

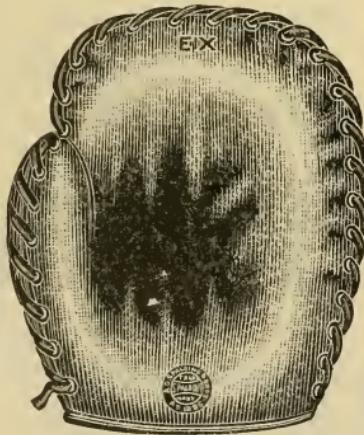
## No. EX First Basemen's Mitt

An excellent mitt for boys; made of good quality white leather, laced all around. Suitably padded and will give very good service.

**No. EX.**

Each, \$1.00

Made in Rights  
and Lefts



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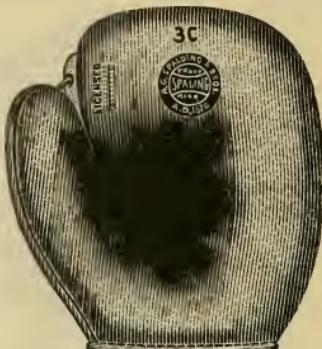
## SPALDING FIELDERS' MITTS

The easiest, most pliable and best made fielders' mitt ever made. Molded brown calfskin face; extra full thumb, laced; leather lined and strap-and-buckle fastening at back.

No. 3C.

Each, \$3.00

Made in Rights and  
Lefts

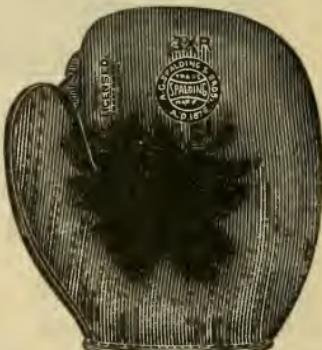


Spalding "Black Leather" Fielders' Mitt. Made of specially tanned black leather and similar in quality otherwise to No. 3X.

No. 3XR.

Each, \$3.00

Made in Rights and  
Lefts

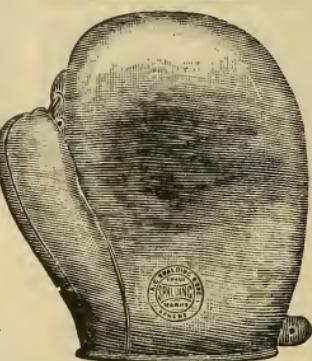


Made of the very best and softest white tanned buckskin; the thumb and at wrist is extra well padded; laced thumb, leather lined; strap-and-buckle fastening at back.

No. 3X.

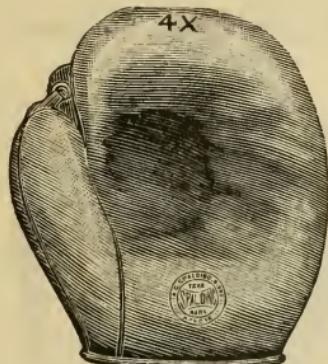
Each, \$3.00

Made in Rights and  
Lefts

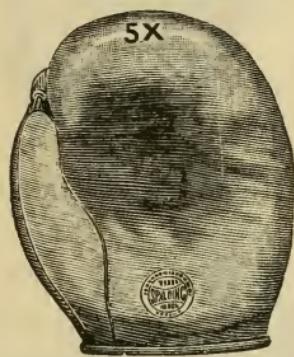


**A. C. SPALDING & BROS.**

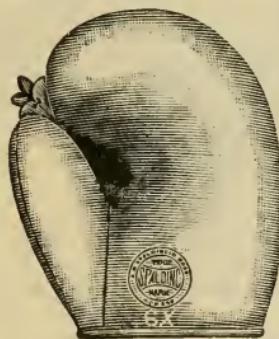
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No. 4X



No. 5X



No. 6X

## Spalding No. 4X Fielders' Mitt

Style much improved; made of specially tanned drab leather, well padded with fine felt, leather lined, and carefully sewed and finished; laced thumb, strap-and-buckle fastening at back,

**No. 4X. Each, \$2.00**

Made in Rights and Lefts.

## Spalding No. 5X Fielders' Mitt

An exceedingly good mitt at a popular price; the face made of white tanned buckskin, brown leather back; laced thumb; constructed throughout in a most substantial manner; strap-and-buckle fastening at back.

**No. 5X. Each, \$1.00**

Made in Rights and Lefts.



## Spalding Boys' Fielders' Mitts

A substantial mitt for boys; made throughout of a good quality brown cape leather, well padded and laced thumb, and without doubt the best mitt of the kind ever sold at the price.

**No. 6X. Each, 50c.**

Made in Rights and Lefts.

Made of special tanned buck, well padded and substantially made; laced thumb.

**No. 7X. Each, 25c.**

Made in Rights and Lefts.

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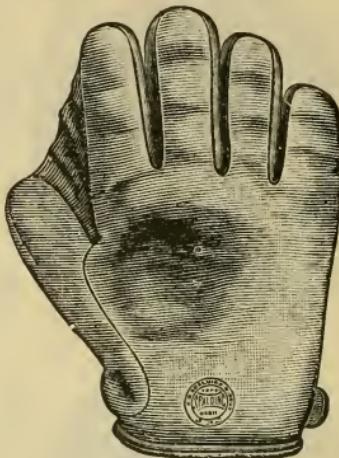
## **Spalding No. AX Infielders' Glove**

Made throughout of specially tanned calfskin. Padded with best quality felt; has no heel pad, and is made extra long to protect wrist. Highest quality workmanship throughout.

**No. AX.**

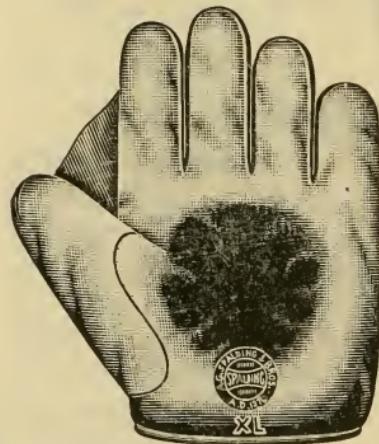
Each, **\$2.50**

**Made in Rights  
and Lefts**



**No. AX**

## **Spalding No. XL Infielders' Glove**



**No. XL**

Made with Web of leather between Thumb and First Finger.  
This can be cut out very easily if not required.

Made in style similar to our No. PX professional glove, but of white tanned horsehide. Has no heel pad and is made extra long.

**No. XL.**

Each, **\$1.50**

**Made in Rights  
and Lefts**

**A. G. SPALDING & BROS.**

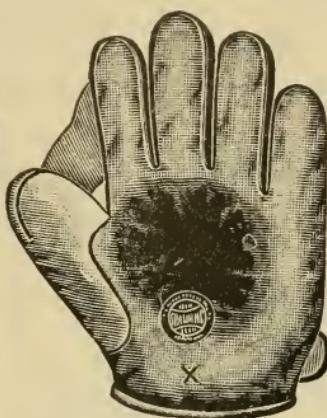
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No. XS

Men's size glove. Made of good quality oil tanned leather, well finished and exceedingly durable.

No. XS.  
Each, \$2.00.



No. X

A good all-around glove, improved style. Made of good quality white tanned horsehide, well padded and leather lined.

No. X.  
Each, \$1.50



No. 13

A popular price professional style full size glove. Made of good quality asbestos buck, padded correctly.

No. 13.  
Each, \$1.00

**Made in Rights and Lefts**

Made with Web of leather between Thumb and First Finger.  
This can be cut out very easily if not required.

**A. G. SPALDING & BROS.**

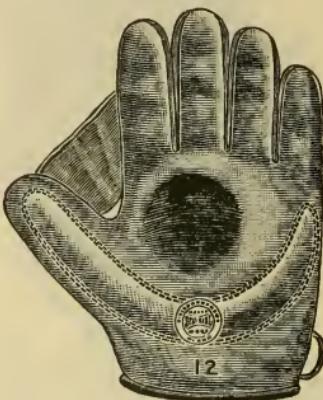
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all Athletic Sports.

Stores in all large cities.  
See inside cover page of this book.

*Made with Web of leather between Thumb and First Finger. This can be cut out very easily if not required.*

## Spalding Men's Size Infielders' Gloves \*

Made in professional style; of good quality soft suede tanned white leather; nicely padded. No heel pad. *Made in Rights and Lefts.*      No. 12. Each, 75c.



No. 12



No. 16

A good glove; full size; improved style. Fine quality soft tanned white leather; nicely padded. No heel pad. *Made in Rights and Lefts.*

No. 16.

Each, 50c.

**A. G. SPALDING & BROS.**

*Send for Complete Catalogue of | Stores in all large cities.  
all Athletic Sports. | See inside cover page of this book.*

*Made with Web of leather between Thumb and First Finger. This can be cut out very easily if not required.*

## SPALDING YOUTHS' SIZE INFIELDERS' GLOVES

Professional style glove; well made of soft tanned white leather, heavily padded around edges and at wrist. A first-class article in every way. *Made in Rights and Lefts.*

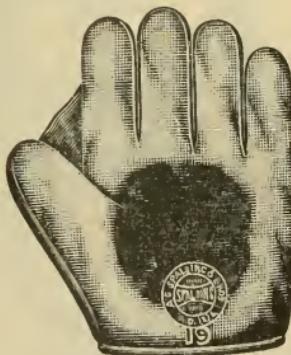
No. 14.  
Each, 50c.

A professional style youths' glove; made of asbestos buck, without heel pad, and nicely padded at wrist and around edges. *Made in Rights and Lefts.*

No. 19.  
Each, 25c.



No. 14

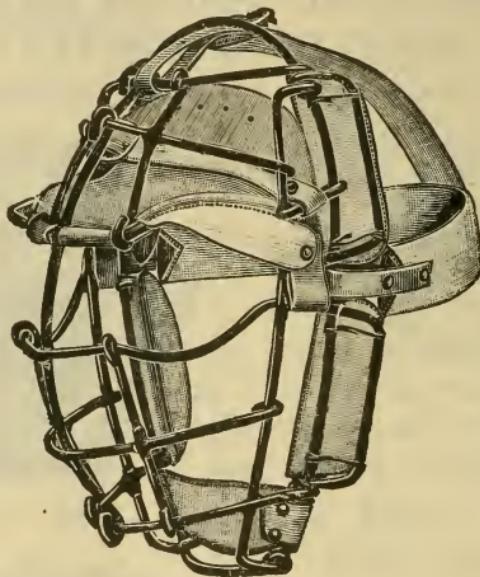


No. 19

**A. G. SPALDING & BROS.**

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# Spalding Sun Protecting Mask



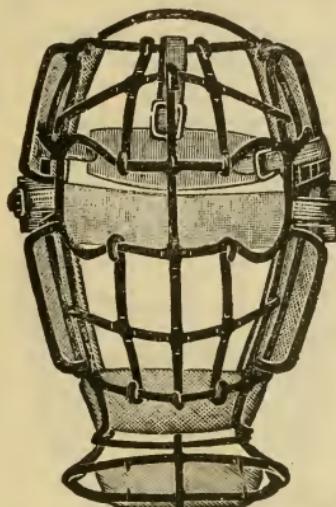
THIS mask is used by practically all catchers on league, college and semi-professional teams. The patent sun-shade protects the eyes without obstructing the view. Mask is made throughout of finest steel wire, extra heavy black finish. Fitted with molded leather chin strap, hair filled pads and special elastic head band.

No. 4-0. . Each, \$4.00

A. G. SPALDING & BROS.

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all Athletic Sports. | See inside cover page of this book.

## Spalding Neck Protecting Mask



No. 3-0

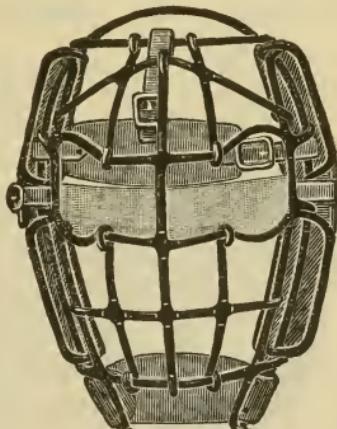
Careful players realize the value of the neck-protecting attachment with which this mask is fitted. The arrangement is made so as not to interfere in the slightest with free movements and it affords absolute protection to the neck. Finest steel wire, extra heavy and black finish to prevent reflection of light.

No. 3-0.  
Each, \$3.00

## Spalding Special League Mask

For the ordinary player there is no mask more suitable than our League style which is made on our special form, as approved by the best players in this country. Extra heavy and best annealed steel wire, black finish. Fittings of best quality throughout.

No. 2-0.  
Each, \$2.50



No. 2-0

**A. G. SPALDING & BROS.**

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all Athletic Sports.

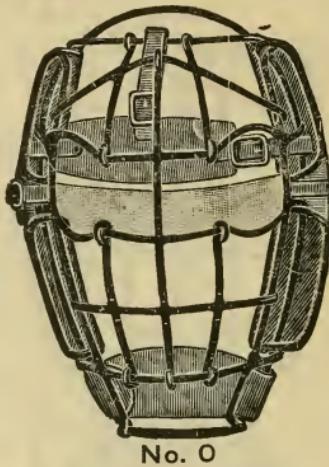
Stores in all large cities.  
See inside cover page of this book.

## **Spalding Regulation League Mask**

Made of heavy soft annealed steel wire.  
Well finished and reliable in every particular.

No. OX.  
Black Enameled.  
Each, \$2.00

No. O.  
Bright Wire.  
Each, \$1.50

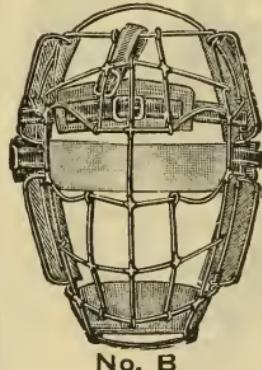


No. O

## **Spalding Amateur Mask**

Same size and general style as the League mask. Substantially made and warranted perfectly safe. Black enameled.

No. A. . . Each, \$1.00



No. B

## **Spalding Boys' Amateur Mask**

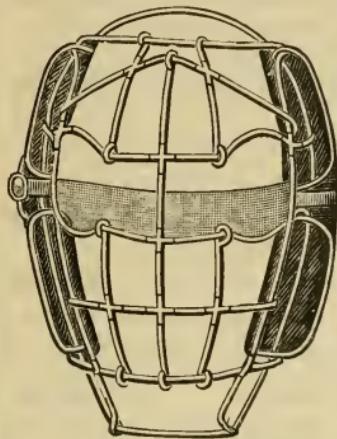
Exactly same quality as our No. A mask, only smaller in size. An absolutely safe mask for boys. Black enameled.

No. B.  
Each, \$1.00

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# Spalding Regulation Mask



No. L.

Made in same style as our Amateur mask, but without head or chin piece; bright wire. War-  
ranted.

No. L.

Each, 75c.

# Spalding Youths' Mask

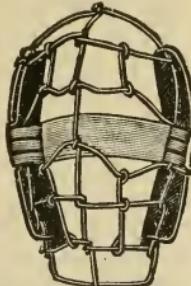
Well padded. No  
head or chin piece.  
Bright wire.

No. C.

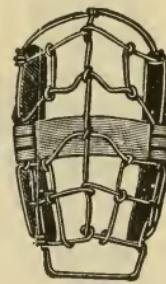
Each, 50c.

No. D.

Each, 25c.



No. C



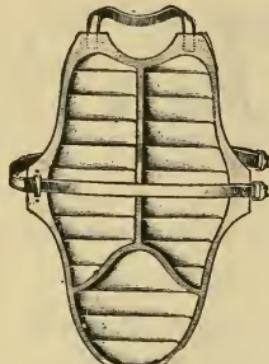
No. D

**A. G. SPALDING & BROS.**

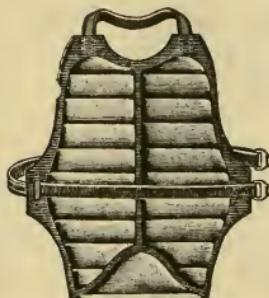
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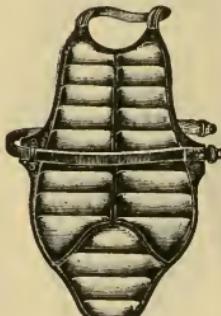
# Spalding Inflated Body Protectors



No. 3-O



No. 2-O



Nos. O, 1 and M

*Made of best rubber, inflated with air. When not in use can be rolled into a very small package after air is let out.*

**No. 3-O.** Full protection; large size. Covering of special imported material, and in every particular the best protector made.

Each, \$8.00

**No. 2-O.** Full protection; large size. Best grade covering and a very durable protector.

Each, \$6.00

**No. O.** League Catchers' Protector. Same in every particular as we have been supplying for years to most of the prominent League catchers.

Each, \$5.00

**No. 1.** Amateur Catchers' Protector. Quality and design same as we have been furnishing for years past; full size.

Each, \$4.00

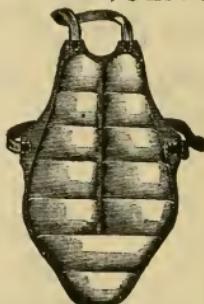
**No. M.** Interscholastic Catchers' Protector; full size and very well made.

Each, \$3.00

**No. 2.** Youths' Catchers' Protector; well made and good size.

Each, \$2.50

**W**E were the first to introduce an inflated body protector, made under the Gray patent, and the method used then has been retained in the improved style, with the addition of a special break at the bottom, which makes it more pliable and convenient.



No. 2

**A. G. SPALDING & BROS.**

Send for Complete Catalogue of all Athletic Sports. | Stores in all large cities. See inside cover page of this book.

**Special Catalogue**, showing all colors and qualities, will be mailed on application to any team, together with measurement blank and full instructions for measuring players for uniforms.

## The Spalding Uniform No. 0 (Highest Grade Made)

Workmanship and material in this uniform is of the very highest quality throughout. Used exclusively by all league and professional clubs for years past is sufficient evidence of its quality and durability

### COLORS

Red Stripe, Green Stripe  
Navy Blue Check, White  
Pearl Gray, Yale Gray  
Light Gray, Black, Green  
Maroon, Navy Blue,  
Brown and Cardinal

### THE SPALDING

Uniform No. 0.

Complete, \$15.00

Net price to clubs ordering for  
Entire Team.

Per suit, **\$12.50**

Spalding Shirt, any style.

Spalding Pants, any style.

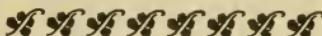
Spalding Cap, any style.

Spalding Web Belt, leather lined

Spalding Stockings, No. 3-0.

No. 30 S Striped Stockings  
in stock colors furnished at  
No Extra Charge if desired.  
*Special Colors Extra*—with  
single suit, 50c. per pair;  
with order for entire team,  
25c. per pair.

**No Extra Charge** for  
lettering shirts with name  
of club nor for detach-  
able sleeves.



## The University Uniform No. 1

In workmanship and  
quality of material our  
University Uniform No. 1  
is equal to our No. 0  
Uniform, but slightly lighter

### COLORS

Same as No. 0 Uniform

### THE UNIVERSITY

Uniform No. 1.

Complete, \$12.50

Net price to clubs ordering for  
Entire Team.

Per suit, **\$10.00**

University Shirt, any style.  
University Pants, any style.  
University Cap, any style.  
University Web Belt, or all  
leather.

University Stockings, No. 1R.

No. 1RS Striped Stockings  
in stock colors furnished at  
No Extra Charge if desired.  
*Special Colors Extra*—with  
single suit, 50c. per pair;  
with order for entire team,  
25c. per pair.

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Stores in all large cities.  
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**Special Catalogue**, showing all colors and qualities, will be mailed on application to any team, together with measurement blank and full instructions for measuring players for uniforms.

**No Extra Charge** for lettering shirts with  
name of club nor for detachable sleeves.

## The ..... Interscholastic Uniform No. 2

Made of same grade of material as our higher priced uniforms, but of lighter weight. This is one of our most popular suits and will give the best of satisfaction. Can usually be worn two seasons.

### COLORS

White, Pearl Gray  
Yale Gray, Light Gray  
Black, Green, Maroon  
Navy Blue, Brown and  
Cardinal

### INTERSCHOLASTIC Uniform No. 2.

Complete, \$10.00

*Net price to clubs ordering for  
Entire Team.*

*Per suit, \$8.00*

Interscholastic Shirt, any style.  
Interscholastic Pants, any style.  
Interscholastic Cap, any style.  
Interscholastic Web Belt.  
Interscholastic Stock'gs, No.2R

{ No. 2RS Striped Stockings

in stock colors furnished at No Extra Charge if desired.

{ Special Colors Extra—with single suit, 50c. per pair; with  
order for entire team, 25c. per pair.

## The ..... Minor League Uniform No. M

We have supplied this uniform for the past two seasons to some of the more prominent of the Minor League teams on special order, and it has proven so popular and satisfactory that we decided this season to add it to our regular line. Well made of very durable material.

### COLORS

Navy Blue, Pearl Gray  
Dark Gray, and White

### MINOR LEAGUE

Uniform No. M.

Complete, \$9.00

*Net price to clubs ordering for  
Entire Team.*

*Per suit, \$7.50*

Minor League Shirt, any style.  
Minor League Pants, any style.  
Minor League Cap, plain, any style.  
Minor League Leather Belt.  
Stockings, No.1R

No. 1RS Striped Stockings

}

in stock colors furnished at No Extra Charge if desired.  
Special Colors Extra—with single suit, 50c. per pair; with  
order for entire team, 25c. per pair.

**A. G. SPALDING & BROS.**

Send for Complete Catalogue of  
all Athletic Sports.

Stores in all large cities.  
See inside cover page of this book.

**Special Catalogue**, showing all colors and qualities, will be mailed on application to any team, together with measurement blank and full instructions for measuring players for uniforms.

No Extra Charge for lettering shirts with name  
of club nor for detachable sleeves.

The ....  
**Club Special  
Uniform No. 3**

Made of good quality flannel in a variety of very desirable patterns. Well finished and a most excellent outfit for amateur clubs.

**COLORS**  
White, Blue Gray  
Maroon, Navy Blue  
Brown Gray

**CLUB SPECIAL**  
Uniform No. 3.  
Complete, \$6.00

*Net price to clubs ordering for  
Entire Team.*  
Per suit, **\$5.00**

Club Special Shirt, any style.  
Club Special Pants, any style.  
Club Special Cap, any style.  
Club Special Web Belt.  
Club Special Stockings, No. 3R.

No. 3RS Striped Stockings  
in stock colors furnished at  
No Extra Charge if desired.  
*Special Colors Extra*—with  
single suit, 50c. per pair;  
with order for entire team,  
25c. per pair.

The ....  
**Amateur Special  
Uniform No. 4**

Made of good quality flannel, and compares favorably with uniforms of other makers quoted at a much higher price. Very popular with the younger base ball players.

**COLORS**  
White, Light Gray  
Blue Gray, Maroon  
Navy Blue, Green

**AMATEUR SPECIAL**  
Uniform No. 4.  
Complete, \$5.00

*Net price to clubs ordering for  
Entire Team.*  
Per suit, **\$4.00**

Amateur Special Shirt, any  
style  
Amateur Special Pants, padded  
Amateur Special Web Belt.  
Amateur Special Cap, styles 21  
and 5 only. [No. 4R.  
Amateur Special Stockings,  
No. 4RS Striped Stockings  
furnished, if desired, at No  
Extra Charge, but in stock  
colors only.

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See inside cover page of this book.*

**Special Catalogue**, showing all colors and qualities, will be mailed on application to any team, together with measurement blank and full instructions for measuring players for uniforms.

**No Extra Charge** for lettering shirts with name of club nor for detachable sleeves.

### The .... Spalding Junior Uniform No. 5

This uniform is made expressly for clubs composed of boys and youths and will stand the hardest kind of wear.

#### COLORS

Maroon, Green

Blue Gray, Brown Mix

#### SPALDING JUNIOR Uniform No. 5.

Complete, \$4.00

*Net price to clubs ordering Nine or more Uniforms.*  
Per suit, **\$3.00**

Spalding Junior Shirt, any style  
Spalding Junior Pants, padded.  
Spalding Junior Cap, styles 21 and 5 only.

Spalding Junior Belt.

Spalding Junior Stockings.

No. 4RS Striped Stockings furnished, if desired, at No Extra Charge, but in stock colors only.

commend that this be made up solid color in suits, still it makes a beautiful combination as trimming on white flannel, and we are making these uniforms now in that way in our  
**Nos. 0, 1 and 2 qualities only.**

**No Larger Sizes** than 30-inch waist and 34-inch chest furnished in this uniform.

### The .... Spalding Youths' Uniform No. 6

Very well made of good quality Gray material.

#### SPALDING YOUTHS' Uniform No. 6.

Complete, **\$1.00**

Spalding Youths' Shirt, button front, with one felt letter only.

Spalding Youths' Pants, padded  
Spalding Youths' Cap, style 21.  
Spalding Youths' Belt.  
Spalding Youths' Stockings.

No. 4RS Striped Stockings furnished, if desired, at No Extra Charge, but in stock colors only.

WE have on hand a special flannel, **Royal Purple**, dyed particularly for teams connected with the **Order of Elks**. While we do not rec-



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*Stores in all large cities.  
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## SPALDING BASE BALL COATS

MADE of base ball flannel, trimmed with different colors on collar, cuffs and pockets. Large pearl buttons on front. Best of workmanship throughout. In ordering state color of material and trimming desired. Special catalogue showing all colors and qualities; also special measurement blanks furnished on application. No extra charge for one felt letter on each sleeve.



No. O. Double breasted coat.	Each, \$10.50
To clubs purchasing with uniforms or nine or more coats at one time.	Each, 9.50
No. 1. Double breasted coat.	Each, 10.00
To clubs purchasing with uniforms or nine or more coats at one time.	Each, 9.00
No. 2. Double breasted coat.	Each, 8.50
To clubs purchasing with uniforms or nine or more coats at one time.	Each, 7.50
No. M. Double breasted coat.	Each, 8.25
To clubs purchasing with uniforms or nine or more coats at one time.	Each, 7.50

## SPALDING VEST SWEATER



VERY POPULAR WITH BASE  
BALL PLAYERS

BEST quality worsted, heavy weight, pearl buttons. Made up in gray or white only. Special trimmed edging and cuffs in stock colors supplied at no extra charge.

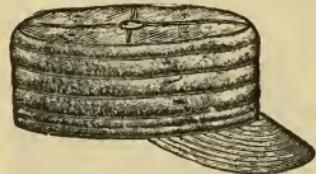
No. VG. . Each, \$6.00

**A. G. SPALDING & BROS.**

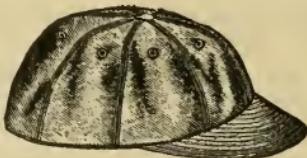
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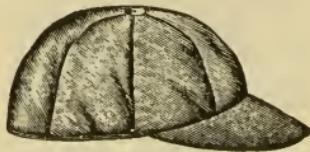
# SPALDING BASE BALL CAPS



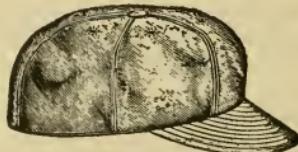
No. 5



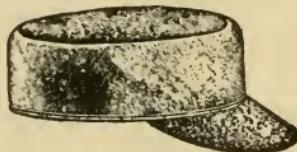
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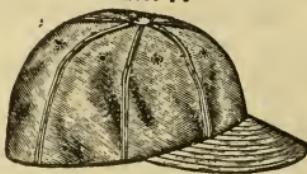
No. 25



No. 17



No. 21



No. 15

No. 5—CHICAGO STYLE.  
Made in 0 and 1st qualities with pliable stitched visor and ventilated crown, without lining and with a piece of perspiration proof material inserted inside sweatband. Supplied in 2d, 3d, 4th and 5th qualities, but with plain visor and without ventilated crown and perspiration proof band.

No. 23—UNIVERSITY STYLE.  
Made in 0 and 1st qualities with pliable stitched visor and ventilated crown, without lining and with a piece of perspiration proof material inserted inside sweatband. Supplied in 2d, 3d and 4th qualities, but without plain visor and without ventilated crown and perspiration proof band.

No. 25—BOSTON STYLE.  
Made in 0, 1st, 2d, 3d and 4th qualities.

No. 15—PHILADELPHIA STYLE.  
Stitched visor. Made in 0 and 1st qualities with ventilated crown, without lining and with a piece of perspiration proof material inserted inside sweatband. Supplied in 2d, 3d and 4th qualities, but without ventilated crown and perspiration proof band.

No. 17—BROOKLYN STYLE.  
Made in 0 and 1st qualities with pliable stitched visor and ventilated crown, without lining and with a piece of perspiration proof material inserted inside sweatband. Supplied also in 2d, 3d and 4th qualities, but with plain visor and without ventilated crown and perspiration proof band.

No. 21—COLLEGE STYLE.  
Made in all qualities.

SEE OPPOSITE PAGE

## SPALDING BASE BALL CAPS

CAPS with the Spalding Trade-Mark have always been distinctive for good workmanship and durable material. Several improvements, making for comfort particularly, which we have included in the two best grades, we know will be welcomed by players who appreciate the really good points of a first-class article. In ordering caps be sure to state style number or name, size, quality and color. Colors in each quality are the same as the corresponding quality of base ball uniforms.

- O Quality**—Red Stripe, Green Stripe, Navy Blue Check, White, Pearl Gray, Yale Gray, Light Gray, Black, Maroon, Navy Blue, Brown, Green, Cardinal. . . . Each, **\$1.25**
- 1st Quality**—Colors same as O quality. Each, **\$1.10**
- 2d Quality**—White, Pearl Gray, Yale Gray, Light Gray, Black, Maroon, Navy Blue, Brown, Green, Cardinal. . . . Each, **\$1.00**
- 3d Quality**—White, Blue Gray, Maroon, Navy Blue, Brown, Gray. . . . Each, **75c.**
- 4th Quality**—White, Light Gray, Blue Gray, Maroon, Navy Blue and Green. . . . Each, **50c.**
- 5th Quality**—Maroon, Green, Blue, Gray, Brown Mix. . . . . Each, **25c.**

Cuts of Nos. 5, 23, 15 and 17 style caps show how we are now making these in our No. 0 and No. 1 qualities with pliable stitched visor and ventilated crown, without lining and with a piece of perspiration proof material inserted inside sweatband. In other qualities visor is left plain and ventilated crown and perspiration proof is not supplied. Style No. 15 is furnished with stitched visor in all qualities specified.

SEE OPPOSITE PAGE

# Spalding Stockings



No. 3-O.

OUR "Highest Quality" Stockings are superior to anything ever offered for athletic wear and combine all the essentials of a perfect stocking. They are best quality worsted, have white mercerized feet, are heavy ribbed, full fashioned, hug the leg closely but comfortably, and are very durable. The weaving is of an exclusive and unusually handsome design.

**No. 3-O.** Plain colors, best quality worsted, mercerized feet. . . Per pair, **\$1.50**

*Colors:* Black, Navy and Maroon.  
Other colors are to order only.  
Prices on application.

**No. 30S.** Alternate striped, best quality worsted, mercerized feet, made to order only; any color. . . Per pair, **\$1.75**

**No. 30C.** Calf with one stripe 4 in. wide, best quality worsted, mercerized feet, made to order only; any color. Per pair, **\$1.75**

## Plain Colors

**No. 1R.** Heavy weight, white cotton feet, good quality worsted. Per pair, **\$1.00**

**No. 2R.** Medium weight, all wool, white cotton feet. . . . Per pair, **80c.**

**No. 3R.** Good weight, wool legs and white cotton feet. . . . Per pair, **60c.**

**No. 4R.** Cotton. . . . Per pair, **25c.**

*Colors:* Black, Navy, Maroon, Royal Blue, Scarlet.

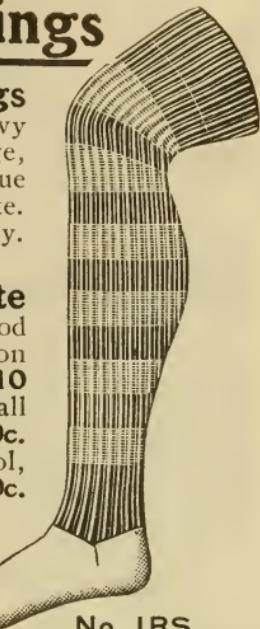
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all Athletic Sports. | See inside cover page of this book.

# Spalding Stockings

## **Striped Ribbed Stockings**

*Colors:* Black and Scarlet, Navy and Red, Black and Orange, Maroon and White, Royal Blue and White. Navy and White. Other colors to order only. Prices on application.



No. IRS



No. 2RC

## **Stripe 4 inches wide around calf**

No. 1RC. Heavy weight, good quality worsted, white cotton feet. Pair, \$1.10

No. 2RC. Medium weight, all wool, white cotton feet. 90c.

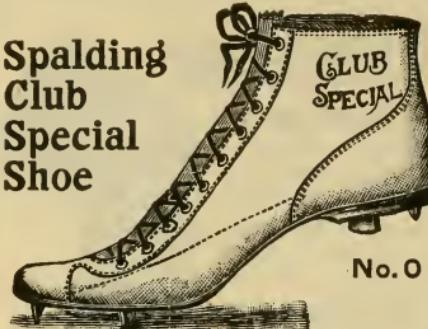
No. 3RC. Good weight, all wool, white cotton feet. Pair, 70c.

No. 4RC. Striped cotton stockings. Same combinations of colors as above, but made only with one 4-inch stripe of second color mentioned around calf of leg. Pair, 35c.

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## Spalding Club Special Shoe



No. 0

No. 0. Made of carefully selected satin calfskin, machine sewed, very substantially constructed, and a first-class shoe in every particular. Steel plates riveted to heel and sole,

Per pair, \$5.00



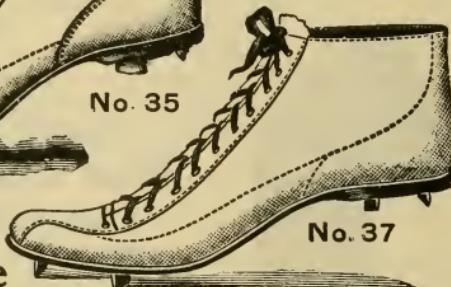
## Spalding Amateur Special Shoe



No. 35

No. 35. Made of good quality calfskin, machine sewed; a serviceable and durable shoe, and one we can specially recommend. Plates riveted to heel and sole.

Per pair, \$4.00

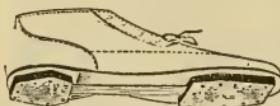


No. 37

## Spalding Junior Shoe

No. 37. A leather shoe, complete with plates. Made on regular base ball shoe last and an excellent shoe for junior teams.

Per pair, \$2.50



## Hatfield Base Ball Shoe Plate Protector

(Patented)

No. K. A great thing for base ball players who cannot conveniently change their shoes at the grounds. The protectors are put on in a moment and will not come loose. No trouble about damaging hotel floors when these protectors are worn, as they are made of sole leather. Special elastic centre, adjusting to any size shoe.

Per pair, \$1.50

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# Durand-Steel Lockers

WOODEN LOCKERS are objectionable because they attract vermin, absorb odors, can be easily broken into, and are dangerous on account of fire. Lockers made from wire mesh or expanded metal afford little security, as they can be easily entered with wire cutters. Clothes placed in them become covered with dust and the lockers themselves present a poor appearance, resembling animal cages.

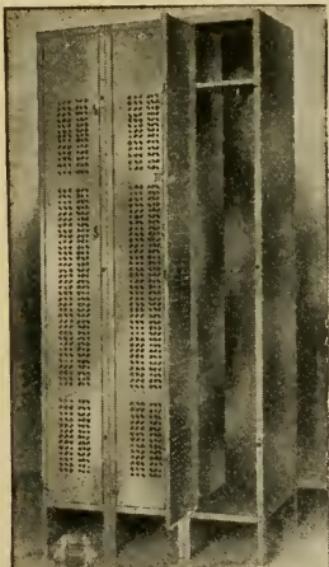
**Durand-Steel Lockers** are made of high-grade steel plates, and are finished with gloss-black Furnace baked Japan ( $400^{\circ}$ ), comparable to that used on hospital ware, which will never flake off nor require refinishing, as do paints and enamels.

**Durand-Steel Lockers** are usually built with doors perforated full length in panel design, with sides and backs

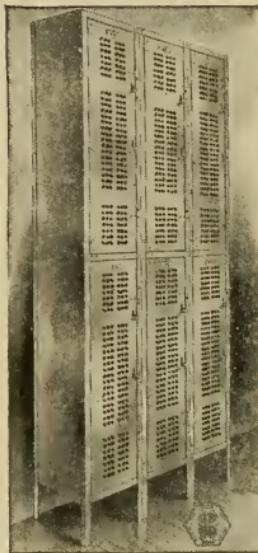
solid.  
This  
prevents  
clothes  
in one  
locker  
from  
coming in contact with wet garments in adjoining lockers, while plenty of ventilation is secured by having the door perforated its entire length, but if the purchaser prefers we perforate the backs also.

The cost of Durand-Steel Lockers is no more than that of first-class wooden lockers, and they last as long as the building, are sanitary, secure, and in addition, are fire-proof.

We are handling lockers as a special contract business, and shipment will in every case be made direct from the factory in Chicago. If you will let us know the number of lockers, size, and arrangement, we shall be glad to take up through correspondence the matter of prices.



Three Lockers in Single Tier



Six Lockers in  
Double Tier

Send for Complete Catalogue of  
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Stores in all large cities.  
See inside cover page of this book.

**A. C. SPALDING & BROS.**

**THE FOLLOWING INDEX FROM  
SPALDING'S LATEST CATALOGUES  
WILL GIVE AN IDEA OF THE  
GREAT VARIETY OF ATHLETIC  
GOODS MANUFACTURED AND SOLD  
BY A. G. SPALDING & BROS. : : :**

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JUN 30 1908

## *Who are A.G. Spalding & Bros.?*

Albert G. and J. Walter Spalding commenced business March 1st, 1876, at Chicago, under the firm name A. G. Spalding & Bro., with a capital of \$800. Two years later their brother-in-law, William T. Brown, came into the business, and the firm name was then changed to A. G. Spalding & Bros.

The business was founded on the Athletic reputation of Mr. A. G. Spalding, who acquired a national prominence in the realm of Sport, as Captain and Pitcher of the Forest City's of Rockford, Ill. (1865-70), the original Boston Base Ball Club (Champions of the United States, 1871-75), and the Chicago Ball Club (1876-77), first Champions of the National League. He was also one of the original organizers, and for many years a director, of the National League of America, the premier Base Ball organization of the world. Mr. Spalding has taken an important part in Base Ball affairs ever since it became the National Game of the United States at the close of the Civil War in 1865. The returning veterans of that War, who had played the game as a camp diversion, disseminated this new American field sport throughout the country, and thus gave it its national character.

Base Ball Goods were the only articles of merchandise carried the first year, the total sales amounting to \$11,000. Gradually implements and accessories of Athletic Sports were added, until the firm now manufacture the requisites for all kinds of Athletic Sports. Originally the firm contracted for their supplies from outside manufacturers, but finding it impossible, by this method, to keep the standard of quality up to their high ideals, they gradually commenced the manufacture of their own goods, and by the acquisition from time to time of various established factories located in different parts of the country, are now able to, and do manufacture in their own factories everything bearing the Spalding Trade-Mark, which stands the world over as a guarantee of the highest quality.

There are over three thousand persons employed in various capacities in A. G. Spalding & Bros.' factories and stores located in all the leading cities of the United States, Canada and England. A capital of over \$4,000,000 is employed in carrying on this business, and the annual sales exceed the total combined annual sales of all other manufacturers in the world making a similar line of goods.

A. G. Spalding & Bros. have always taken a leading part in the introduction, encouragement and support of all new Sports and Games, and the prominence attained by Athletic Sports in the United States is in a very great measure due to the energy, enterprise and liberality of this progressive concern. They were the pioneers, and in fact the founders, of the Athletic Goods Trade in America, and are now universally recognized as the undisputed Leaders in the Athletic Goods line throughout the world.

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